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100% INDEPENDENT

# PSM

PLAYSTATION MAGAZINE

## PLAYSTATION PREVIEW 2001

**REVEALED:** The games that will rule the new year! The top creators give the inside scoop on what lies ahead

### NEW SCREENS & INFO FOR:

- ▶ Metal Gear Solid 2
- ▶ The Bouncer
- ▶ Onimusha: Warlords
- ▶ Twisted Metal: Black

### BREAKING PS2 NEWS

The latest on the new **TOMB RAIDER** game and **TENCHU 3**, plus much more!

### HOT PSone REVIEWS

- ▶ Tomb Raider Chron.
- ▶ Driver 2
- ▶ Breath of Fire IV
- ▶ NBA Live 2001



**CAPCOM SHOCKER!**  
A new type of horror on PS2:  
**DEVIL MAY CRY**



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ADAMS  
11-9-2K  
LIQUID!





Comic Mischief



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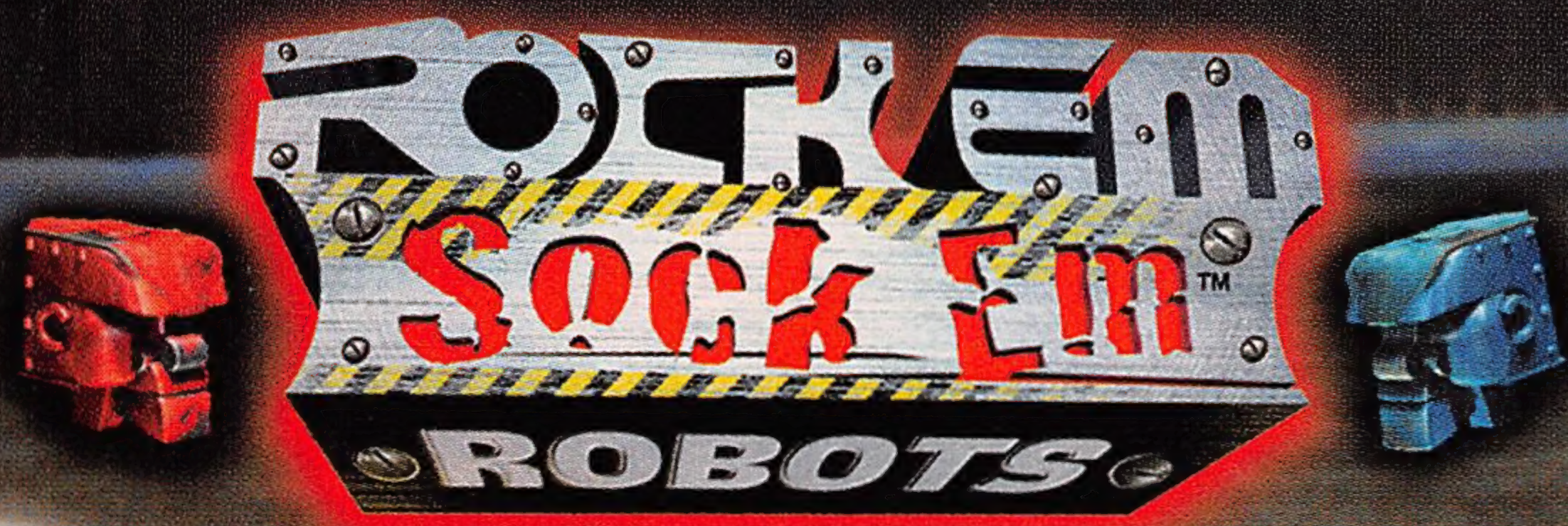


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**You see yourself  
as a great warrior...**

**Your opponents see  
you as spare parts.**



# ARENA



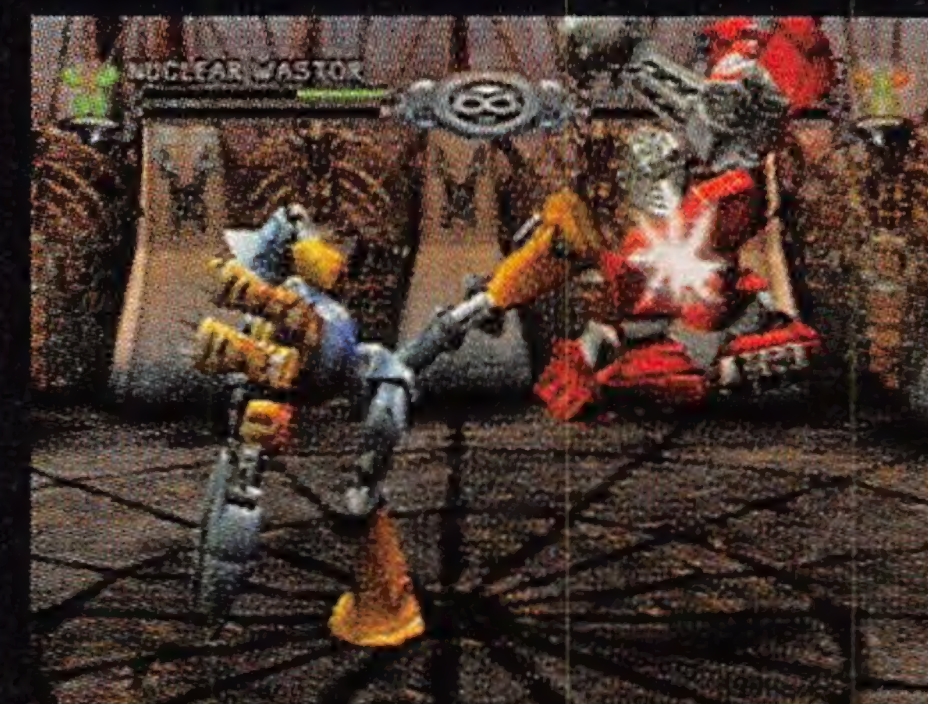
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# PlayStation®2





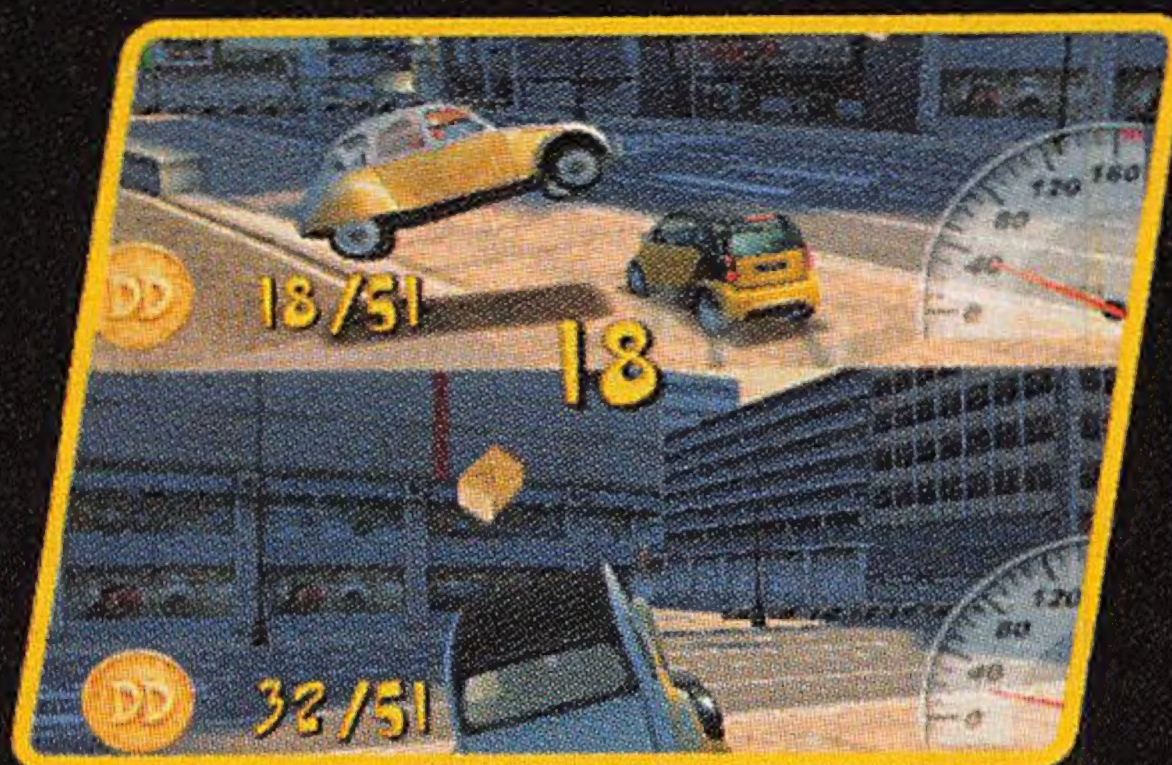
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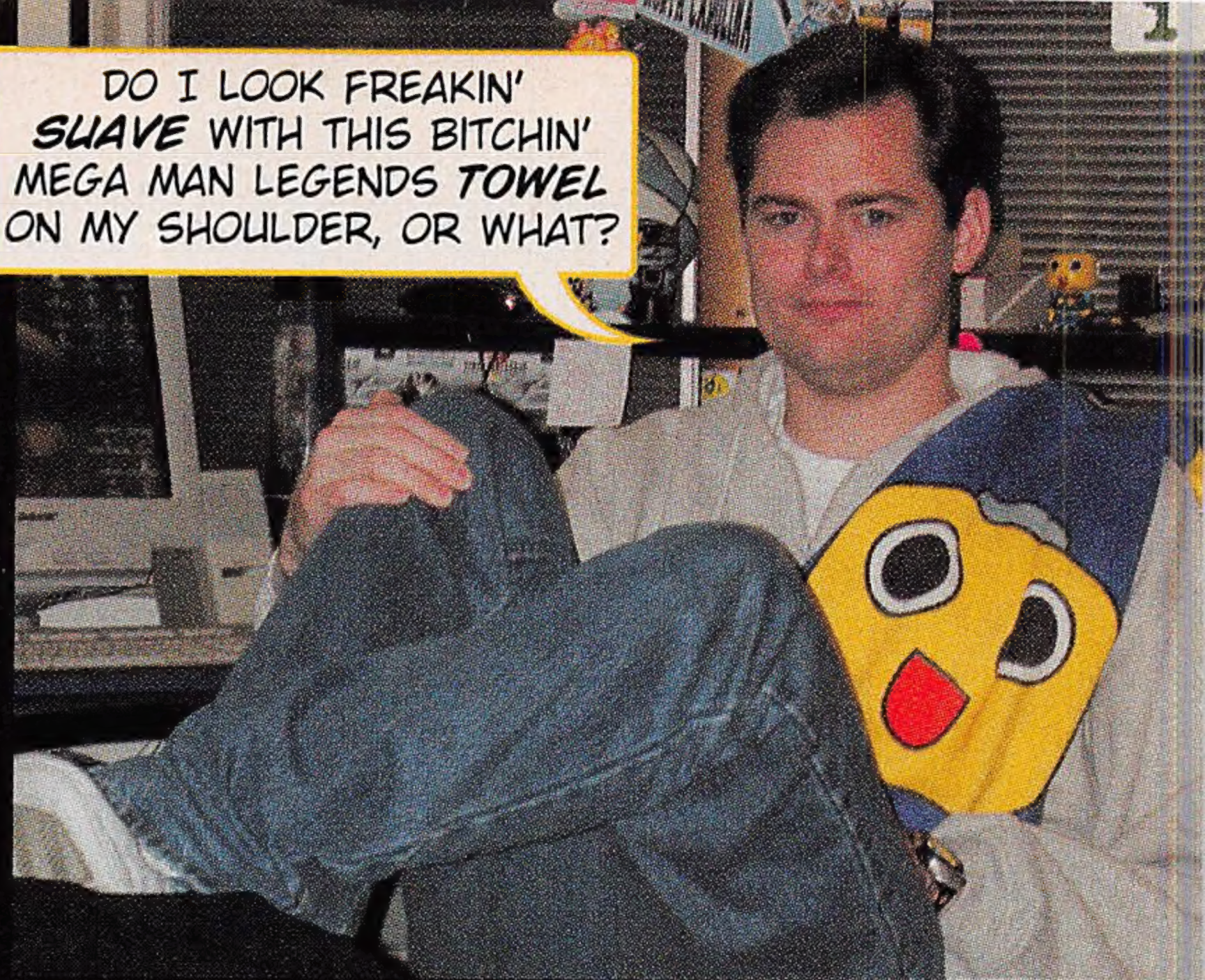




# START

Welcome to the world's  
best PlayStation magazine

DO I LOOK FREAKIN'  
SUAVE WITH THIS BITCHIN'  
MEGA MAN LEGENDS TOWEL  
ON MY SHOULDER, OR WHAT?



## HAPPY NEW YEAR!

**A**re you ready for the biggest, craziest year for videogames ever? 2001 is here, and although we still aren't zipping around in *Jetsons*-style space cars, we're going to be up to our eyeballs in mega-hot games.

Right away the year kicks off big-time with blockbuster titles like *Gran Turismo 3*, *The Bouncer*, *Onimusha* and *Zone of the Enders*. And the further we get into the year, the better the games are going

to get. We'll start to see true second-generation PS2 titles that take advantage of the system's massive amount of untapped power, culminating with what will most likely be the hottest game of the year, *Metal Gear Solid 2*.

With Nintendo and Microsoft both scheduled to release competing consoles this year, you can bet that Sony will step up to the plate to make it an all-out war. This is sure to mean better games for everyone, and will make 2001 a year to remember!

► CHRIS SLATE

**CHRIS SLATE** Editor-In-Chief

**LIKES:** All types of games, but especially platformers  
**HOBBIES:** Comics, hoops, J-Pop, movies, DVDs

**New Year's Resolution for 2001:**

I'm finally going to renounce my gangsta lifestyle. It will be tough to leave behind friends like Jay-T, Str8 Bone and Hooch Dog, but hopefully they'll understand.

"2001 is here, and we're going to be up to our eyeballs in mega-hot games"

## MEET THE TEAM

Ever wonder what a crack team of videogame journalists look like? ..Aw, c'mon folks, work with us here...



**STEPHEN FROST**

SENIOR EDITOR (Reviews/Previews)

**LIKES:** Fighting, RPGs, Platform  
**HOBBIES:** Checkin' Out The Ladies

**New Year's Resolution for 2001:**

To treat all citizens of Pac-Land with the same level of fairness and compassion that I treat humans.



**TOMMY LAYTON**  
ASSOCIATE EDITOR

**LIKES:** Shooters, RPGs, Action/Adv  
**HOBBIES:** Simpsons, Monkey Fu

**New Year's Resolution for 2001:**

I solemnly vow to be the helmsman of a fanatical guerrilla regime, in accordance with the prophecy.

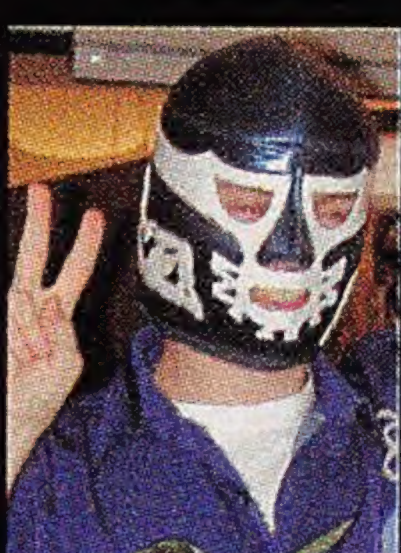


**RANDY NELSON** NEWS EDITOR

**LIKES:** Shooters, Racing, Platform  
**HOBBIES:** WWF, Action Figures

**New Year's Resolution for 2001:**

I hereby resolve to uncover the answer to one of life's greatest mysteries: What is that knob on toasters actually good for, anyway?



**TOKOYA** STRATEGY EDITOR

**LIKES:** Fighting, Action/Adv, RPGs  
**HOBBIES:** Sin & Punishment, Japan

**New Year's Resolution for 2001:**

To play as many fighting games as possible. Also, if Capcom doesn't reinvent the fighting genre, I will take on the responsibility of doing so.



**BILL DONOHUE** MANAGING EDITOR

**HOBBIES:** Music

**New Year's Resolution for 2001:**

I promise to stop playing with mouse-traps. That'll make me feel better...



**EUGENE WANG** ART DIRECTOR

This was actually Eugene's last issue, as he's gone off to spread his coolness to other parts of the world. Thanks for everything, Eug, and good luck!



**GARY LIEW** GRAPHIC DESIGNER  
**HOBBIES:** Zoomo

**New Year's Resolution for 2001:**

This is not New Years. New Years will be May 12th. It is the law of Zoomo!

## ON THE COVER



It's the January Preview issue, and you know what that means: an Arthur Adams cover! Art was especially gracious this year, as his schedule was jam-packed. Even with a tight schedule though, you always know that Art will deliver top-notch work. And with colors by Liquid!, and we've got just the mix to kick PSM 2001 off in style!



▲ Art's a PSM cover veteran, so right away he has a great idea of what we're looking for. He sent us three initial sketches based on one core idea: the hottest PlayStation game characters of the new year posing together.



▲ While these first two layouts are mostly similar, there are some important differences. Notice here how Akechi's sword goes right over the screen in the corner, and how Raziel's body interferes with the text.



▲ This sketch just about nailed it, but we still had to do something about the sword covering the corner screen. The characters were grouped nice and tight, so that the image didn't cover up any of the text.



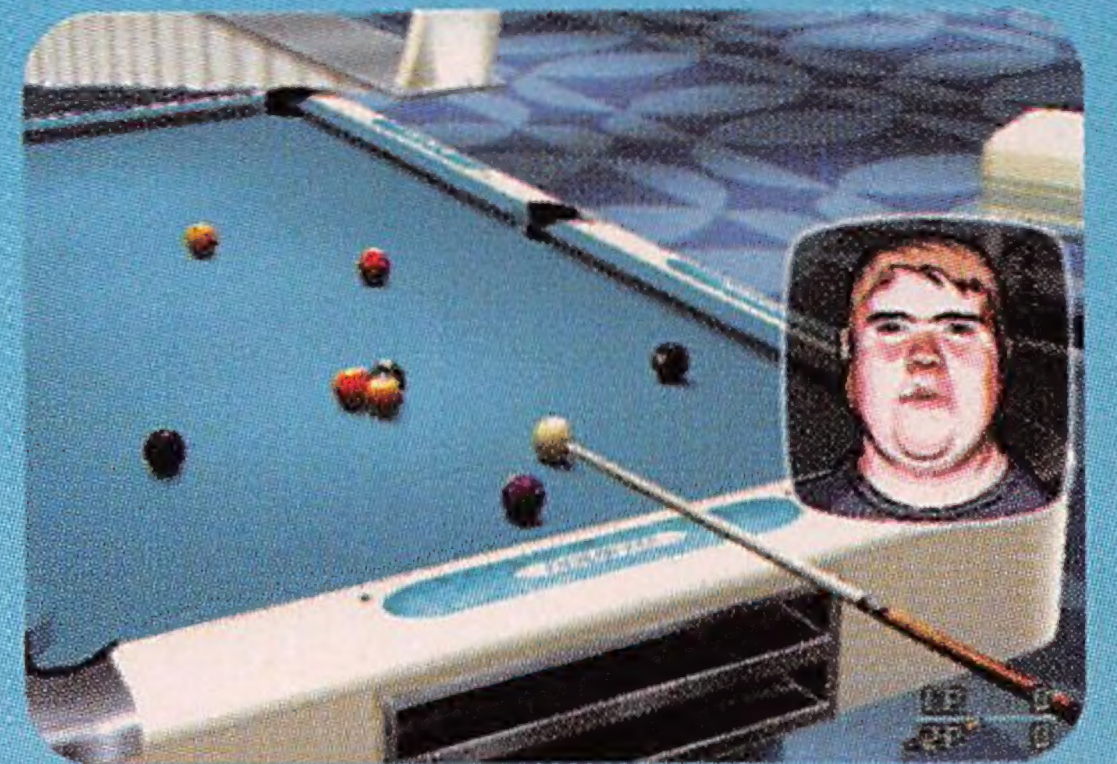
▲ The finished piece is amazing, and quite possibly our favorite Art Adams PSM cover so far. This is especially impressive when you consider that the artist was on an incredibly tight deadline. Thanks a lot, Art!



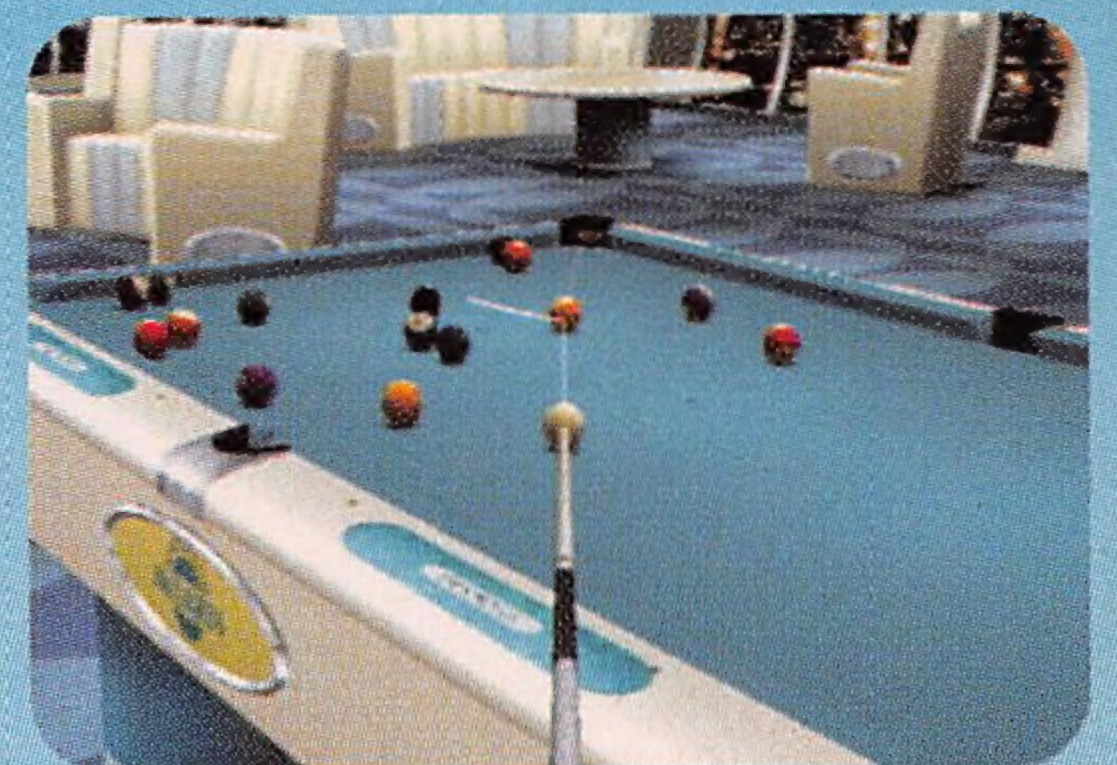
PlayStation®2

# Q-Ball

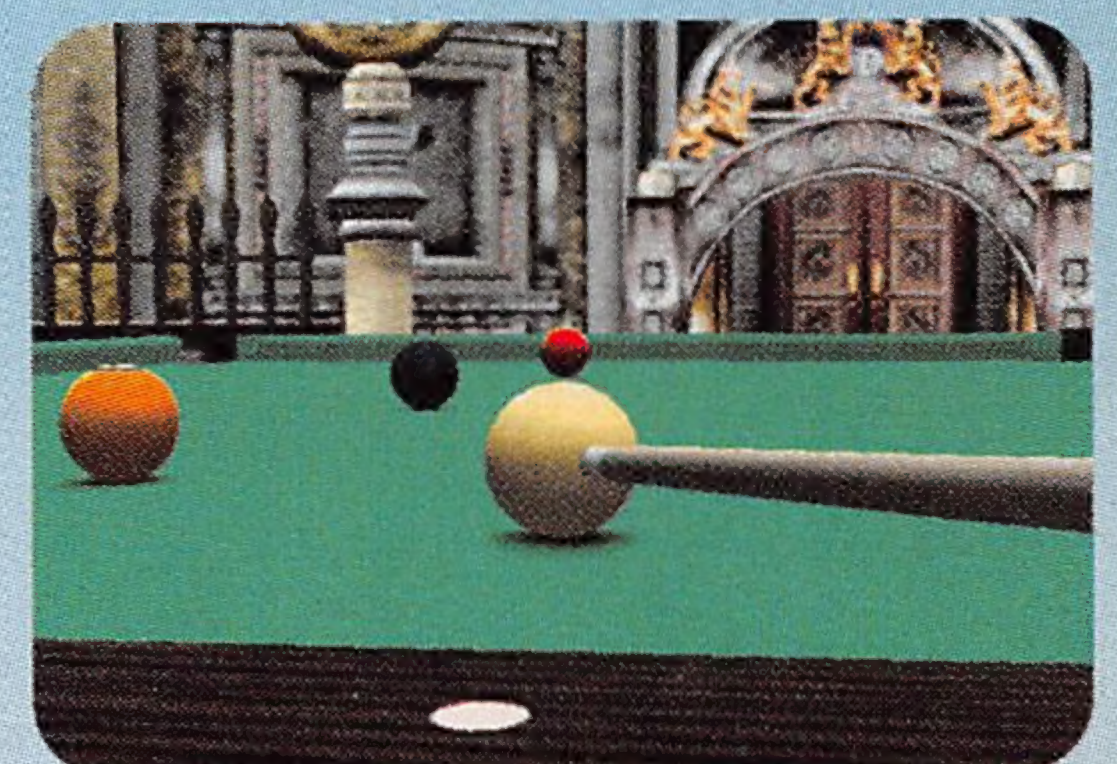
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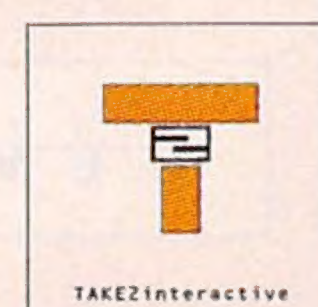
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Animated Violence  
Animated Blood  
and Gore



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100 HEAVY-DUTY STAPLES



PlayStation®2



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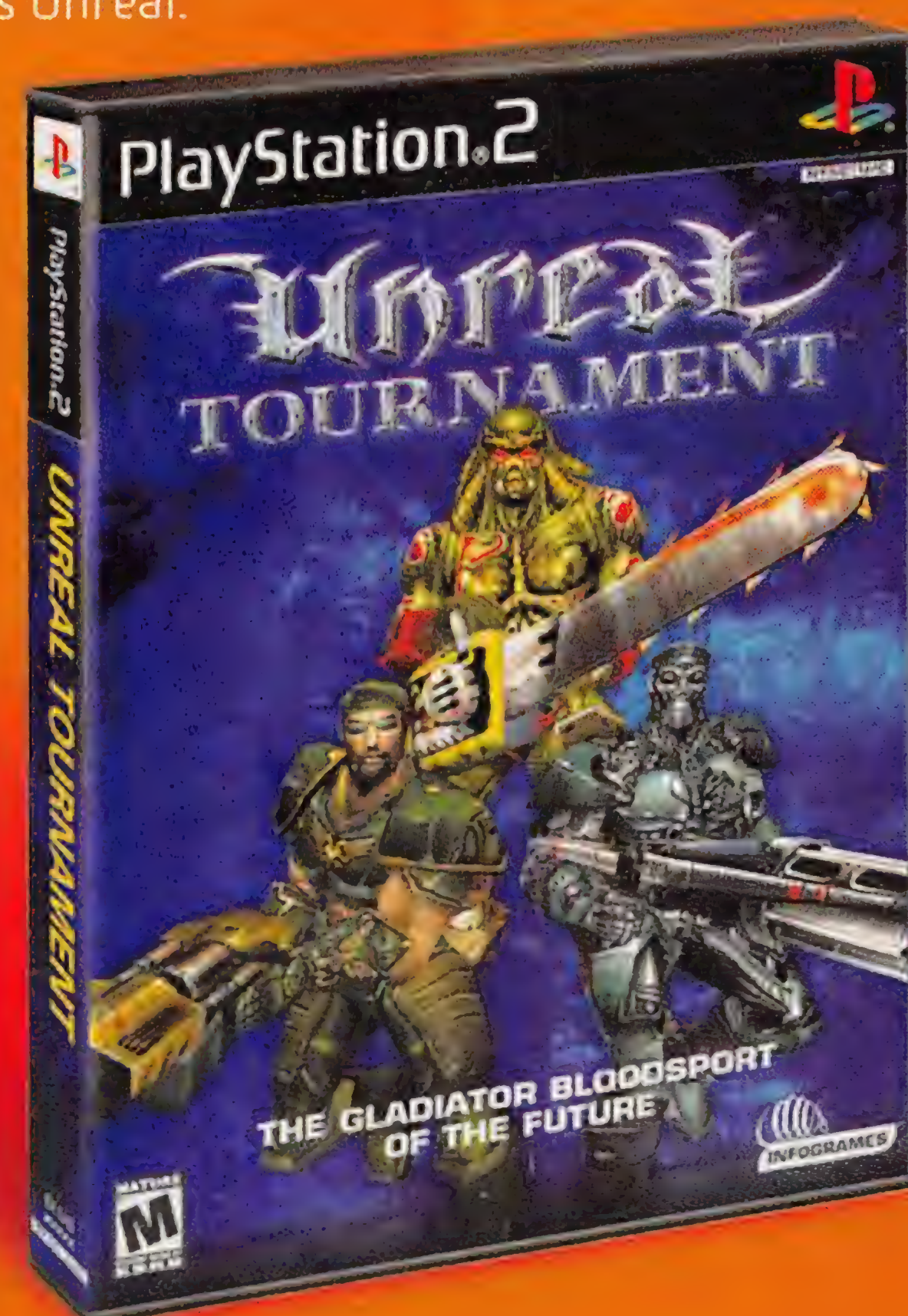
Get up close and personal in the first-person perspective with over 10 weapons of destruction! Screenshots are from the PlayStation 2 system.



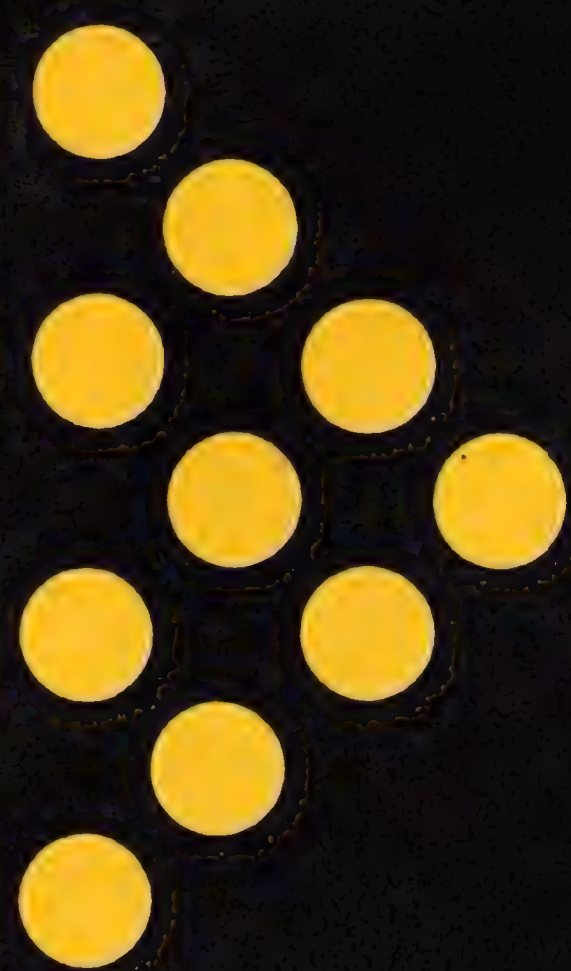
Go online with up to 8 players on your Sega Dreamcast™, play 2- or 4-player split screen, or network 2 PlayStation®2's systems with i.LINK™.



Experience dazzling graphics and a multitude of maps and weapons – all in a frame rate so fast it's Unreal.







# MAIN MENU

100% INDEPENDENT PLAYSTATION MAGAZINE ► ISSUE 41 JANUARY 2001 ► VOL. 5



**36**

## ► Driver 2

It's one of the most highly-anticipated PlayStation games of the year, but how does it stack up? Check out our review on page 36, and don't miss our strategy guide on page 94!



**70**

## ► Onimusha

If you thought this game looked cool already, just wait until you get a load of these new shots! We've also got a hands-on report of how the game is shaping up in this featured preview.



**34**

## ► Breath Of Fire IV

Believe it or not, a PSone game beat out all of this month's PS2 titles for Game of the Month honors. To find out why you *must* own this game, turn over to page 34.



**78**

## ► The Bouncer

We just can't get enough of this game, and we're betting you can't, either. We hope you're hungry, 'cause we've got the latest batch of piping-hot new screens straight from Square's oven!

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#### 20 ► TOP STORY

PlayStation 2 is out, we repeat, PS2 IS FINALLY FRIGGIN' OUT! It wasn't all good news though on October 26. Read all about the good, the bad, and the ugly.

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### REVIEWS ► 33

RPG fans will want to rush right over to page 34 to read about this issue's Game of the Month: *Breath of Fire IV*.

### PREVIEWS ► 69

The hits just keep on coming! We've got all the latest screens and info on top titles like *Onimusha: Warlords*, *The Bouncer*, *NBA Live 2001*, *Portal Runner* and loads more.

### STRATEGIES ► 89

We show you how to unlock secret characters in *WWF Smackdown 2*, tame the mean streets in *Driver 2*, and destroy the competition in *UFC* and *Ready 2 Rumble Round 2*.

### LETTERS ► 104

You ask the questions, and we do our best to give you the answers. Plus all of the usual fun stuff, like SmartBomb.

#### 104 ► LINK-UP

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### RESET ► 113

Your sneak-peek at what's in store for next issue — but hey, don't go overlooking the one you've got in your hands! You can also participate in our monthly "Write This Caption" contest, and see what was up in the pages of PSM two years ago.

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# PSM

PLAYSTATION MAGAZINE

## PLAYSTATION PREVIEW 2001

**54**

What's waiting for gamers in the year ahead? We asked the industry's top game companies what to expect, and they had a lot to say. Plus, find out which games will rule on PSone and PS2 in 2001!

## THE PSM MISSION STATEMENT

PSM is the magazine for the gaming Elite — the hardcore gamers that support and drive this industry. This is **NOT** a "mass-market" magazine. We don't focus on "fun for the whole family", or waste space interviewing movie stars that have nothing to do with games. That's just not what we're into.

PSM is also proudly independent. We have no official corporate sponsor, so you can trust that our reviews and opinions will always be 100% our own. Our readers always come first, and we would never, **EVER** betray your trust. This is our promise to you, the hardcore PlayStation gamer, who deserves nothing less. Now let's get this issue going!

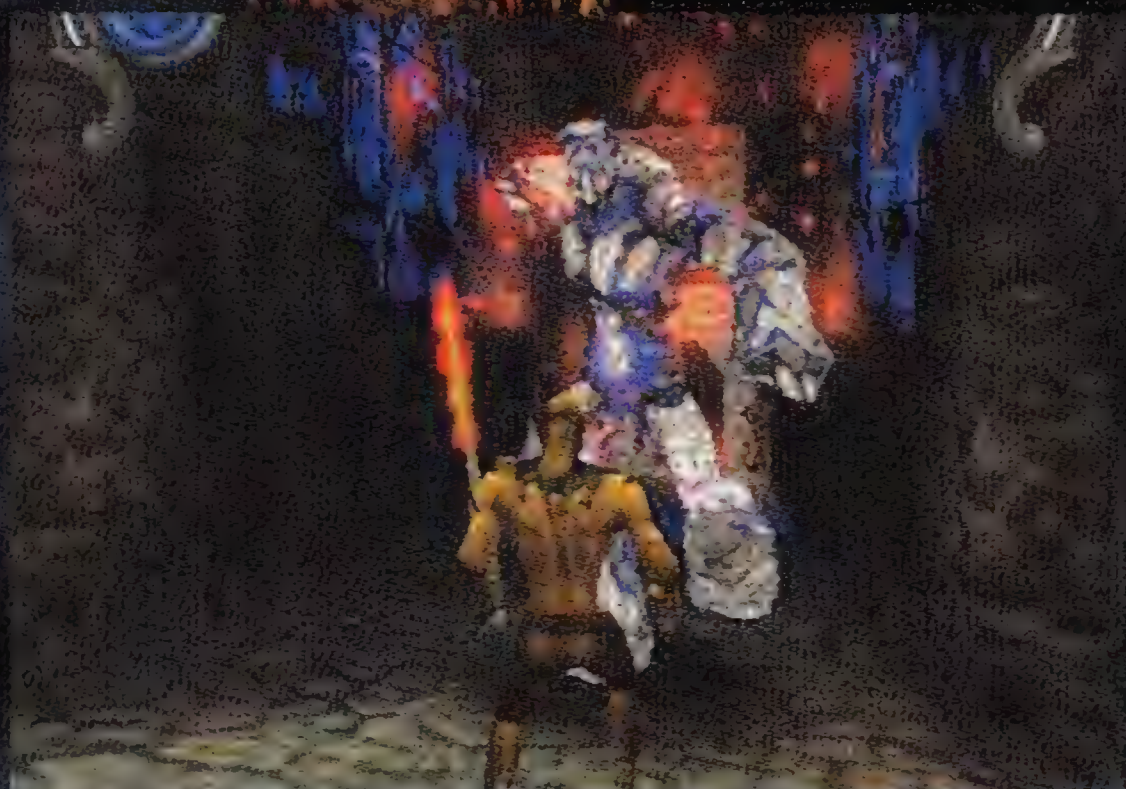
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Illustration: Arthur Adams, Liquid!





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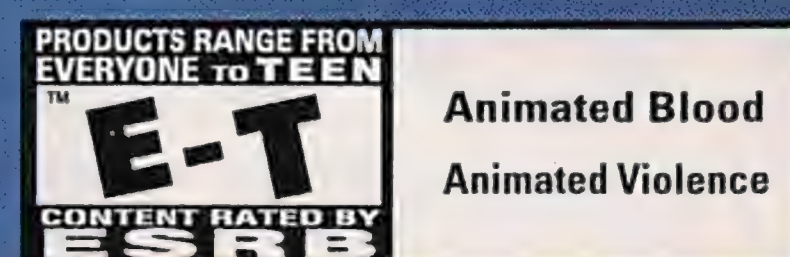
# WARRIORS

of

## Might and Magic™

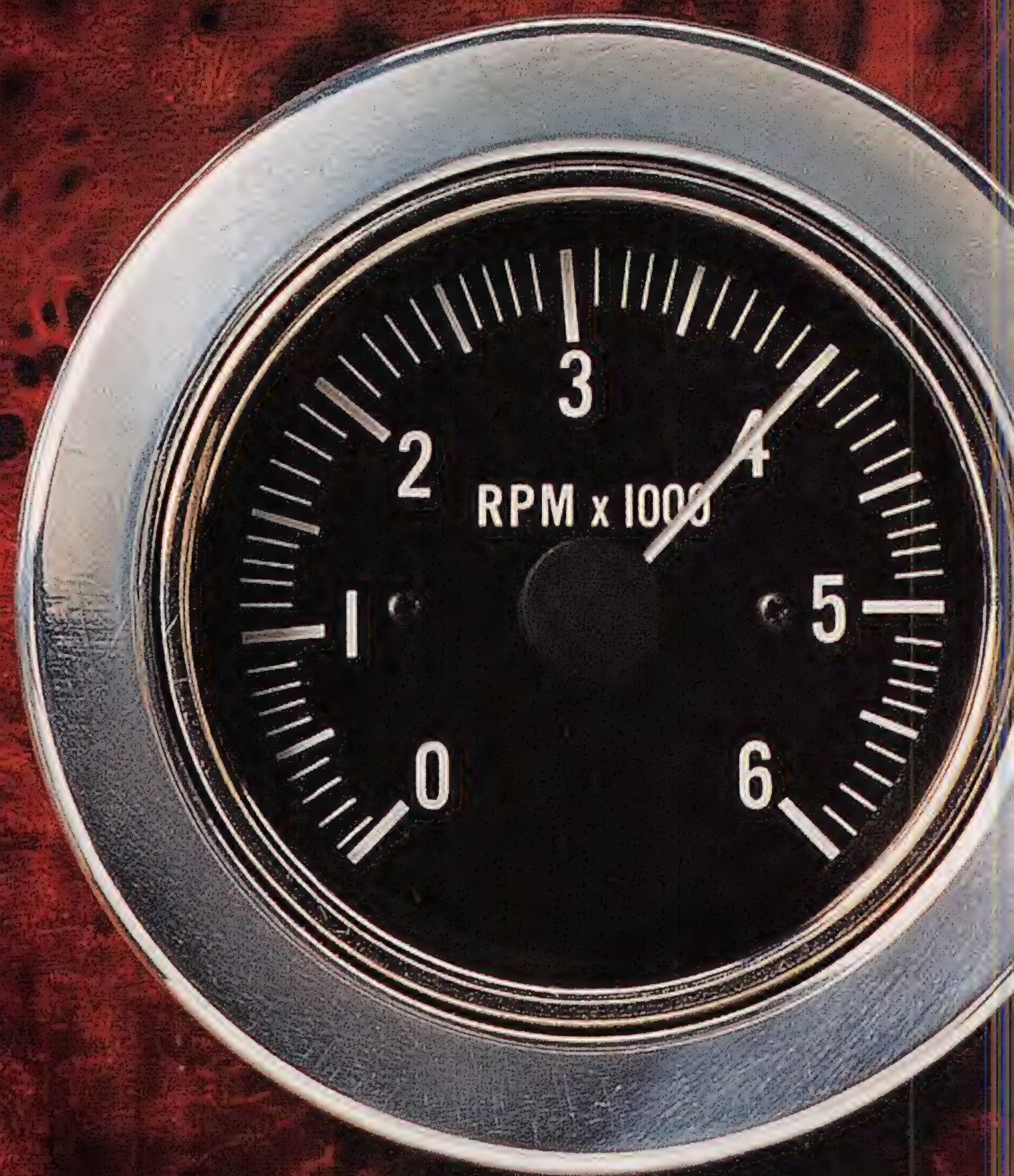


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Animated Violence



PlayStation 2



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AOL KEYWORD: 007 RACING

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# MONITOR

Your inside look at this month's hot topics, gear, and games

▼ In the hours leading up to launch, those waiting for PS2s were treated to live entertainment while workers inside the Metreon hustled to get ready.

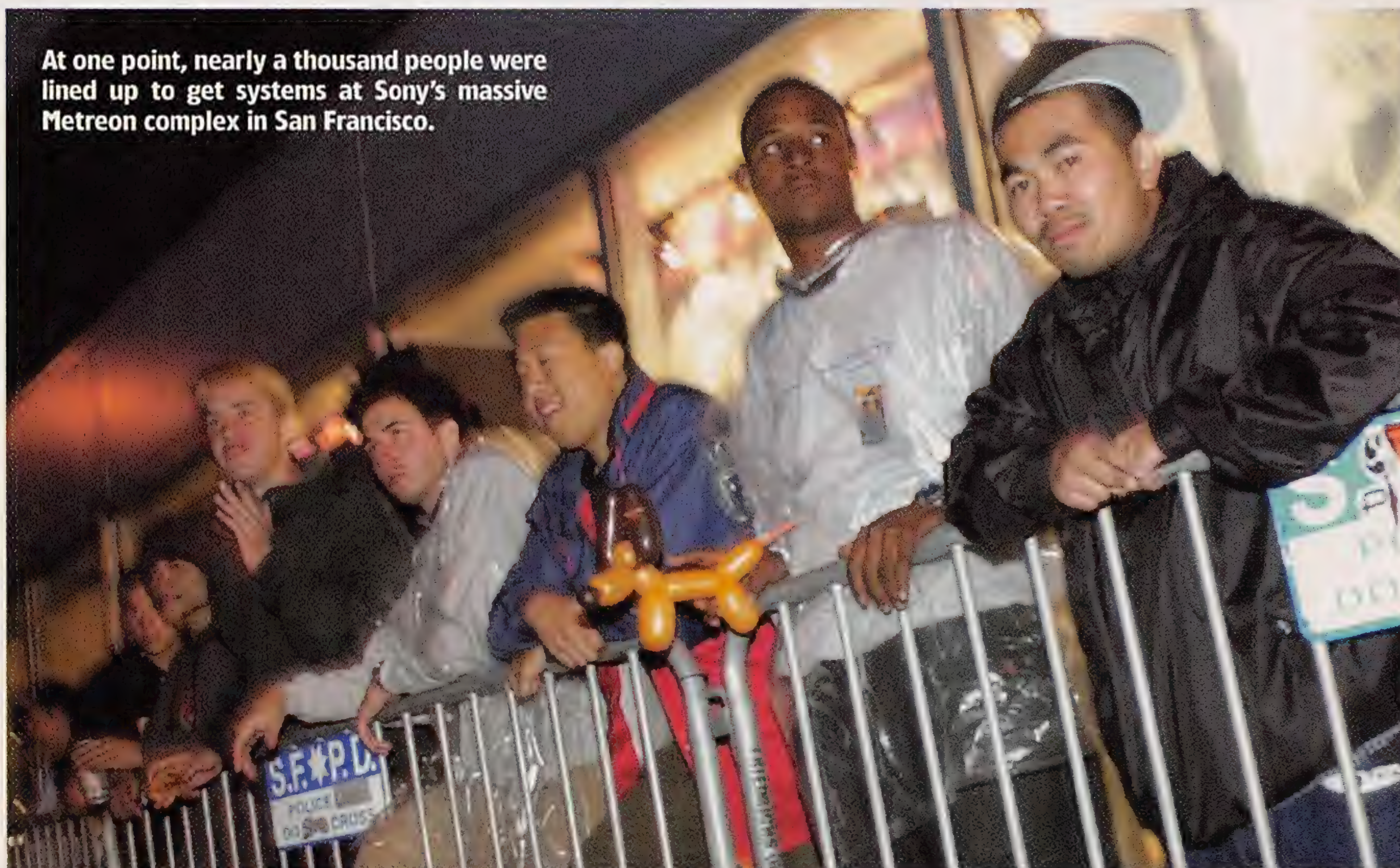


## TOP TEN LAUNCH GAMES

According to the market research group NPD, here are the top 10 best-selling PS2 games at the launch. It's interesting to note that PS2 software accounted for 11% of all videogame sales in the U.S. a week before it even hit the streets!

- |                                |           |
|--------------------------------|-----------|
| 1. Madden NFL 2001 .....       | EA Sports |
| 2. Tekken Tag Tournament ..... | Namco     |
| 3. SSX .....                   | EA Sports |
| 4. NHL 2001 .....              | EA Sports |
| 5. Ridge Racer V .....         | Namco     |
| 6. Midnight Club .....         | Rockstar  |
| 7. Summoner .....              | THQ       |
| 8. Smuggler's Run .....        | Rockstar  |
| 9. TimeSplitters .....         | Eidos     |
| 10. Kessen .....               | EA        |

At one point, nearly a thousand people were lined up to get systems at Sony's massive Metreon complex in San Francisco.





# PS2 LAUNCHES!

*It was the best of times, it was the worst of times...*

**F**ive years and 47 days after the U.S. launch of the first PlayStation, thousands of American gamers finally got their hands on a PlayStation 2 on October 26. Unfortunately, a 50% reduction in hardware shipments and massive demand meant plenty of headaches (and massive lines) for anyone without a preorder. Even then, the situation was less than ideal for many.

Most stores without preorders had lines numbering more than 150 desperate gamers, who arrived as much as 15 hours early to ensure a good spot. Poorly organized retailer gameplans and bumbling security resulted in scuffles, fist-fights, and near riots at several locations. There were even a few reports of muggings, as those waiting learned that most chains only received enough systems to cover a third of those waiting. Compared to situations like those, Sony's own Metreon center in San Francisco was a paradise. Sony were the perfect hosts, giving free PS2 merchandise, rain gear, and food to everyone in line. That one store alone was packed with over 500 systems.

As for the PSM crew, we braved the bitter cold of a late October Bay Area night for 9 hours outside a local Target store. Like most stores across the country, they weren't the slightest bit prepared. Over a hundred of us were packed in, and we nearly had a riot when latecomers tried to jump in line. As a result, the police were threatening to send everyone home empty-handed. We got our systems, but the experience (a stark contrast to our orderly line time at the Japanese PS2 launch) was

enough to turn us off from ever doing it again.

Gamers who did get their systems had no shortage of games to choose from, but there weren't nearly enough PS2 Memory Cards. It was also confirmed post-launch that there are two "versions" of the U.S. PS2 hardware: one has a shiny Expansion Bay cover and version 1.10U DVD drivers, while the other has a matte black cover and v1.20U drivers. However, Sony assures us that there is no functional difference between the two variants.

Despite all the problems, the launch was monumental both for Sony and the videogame industry as a whole. A whopping \$250 million in hardware and software were rung up during the system's first three days on sale (dwarfing the \$132 million grossing launch of Dreamcast).

All in all, it was undoubtedly the biggest console launch in history, we just wish it'd been handled better all around. Now we just have to wait for Sony's production to ramp up to speed so that everyone who's been wanting a PlayStation 2 can get one. Only then can PS2's rollout be considered a REAL success.



▲ Reminiscent of the Japanese launch, crates containing dozens of PS2 systems were delivered just prior to the store's midnight opening.

## NOTES

### BIG NEW PS2 GAMES

Surprise: *Crash Bandicoot* is coming to PS2 after all. Due for release next fall, his latest adventure will be published by Konami and developed by Traveller's Tales, the team behind *Rascal* from Psygnosis. Capcom is doing its part to fill out next year's roster of big PS2 games with *The Devil May Cry*, a new gothic 3D action game from *Resident Evil* creator Shinji Mikami. Expect more on both games soon.

### DVD PLAYERS SUPPORT PLAYSTATION

Electronics manufacturer Acer is planning a line of DVD players in Asia capable of running PlayStation software in addition to DVD movies. There's no word on release dates or pricing yet, but this is certainly an interesting development. We'll have word on any U.S. release plans as more is revealed.

### PS2 BALDUR'S GATE

Interplay is confirmed to be working on a PlayStation 2 version of its hugely popular PC role-playing game *Baldur's Gate II*. No release date has been given for the game, which was originally developed for home computers by BioWare, but it is expected to hit shelves before the end of 2001. Several changes and additions are said to be made to the game for PS2, but exact details aren't known at present.

### TIMESPLITTERS' RETURN

It won't spoil the game's ending to reveal that the credits finish with the James Bond movie-esque phrase "TimeSplitters Will Return." But when? The game's developers won't let anything slip, but it is known that they're currently working on a second PS2 title, which is said to be a first-person shooter with more story elements than *TimeSplitters*.

### MASSIVELY MULTIPLAYERS FPS

Sony Online Entertainment is currently working on a persistent world, online, first-person shooter from the makers of *EverQuest*. Unlike its RPG cousin, this game will focus on team-based and vehicular combat between four rival corporations. A version of the game for PlayStation 2 hasn't been confirmed, but given its release target for late 2001 / early 2002, this falls right in line with what's known of Sony's broadband gaming rollout plans for the system.

## STORIES FROM THE FRONT LINES

### THE GOOD

- Sony Metreon shoppers in rain-drenched San Francisco were treated to free merchandise, rain gear, and food during their wait, plus entertainers and lots of security. It's no coincidence that Sony and news crews were filming here.
- Although Memory Card supplies were slim, there was plenty of software and peripherals on hand at all stores. Even horizontal and vertical stands, which were rare at the Japanese launch, could be found on store shelves in droves.

### THE BAD

- Lines at many stores were comprised of at least twice as many people as the number of systems available inside.
- Shoppers had to get in line at least 8 hours before stores opened and stick out the bitter, cold (and in lots of cases, rainy) night on the pavement.
- Desperate people (mostly parents) showed up just minutes before stores opened and busted out sob stories in an attempt to get ahead of others who had been waiting for over 8 hours in line.

### THE UGLY

- We've heard reports of some retail employees buying their store's entire second shipment of systems (in some cases, up to seven per person) before shoppers got a crack at them — simply to auction them on the Internet.
- It sounds downright unfathomable, but one gamer actually reported that a latecomer to the line he was in stabbed the shopper in front of him to get ahead, and was subsequently shot by the shopper's friend. Needless to say, no one got any systems from that store.



# New Screens: Tomb Raider PS2

*Lara's looking better than ever on 128-bit*

**W**hile Eidos has been keeping tight-lipped about its next-generation *Tomb Raider* for PS2 since our first look at the game in issue 39, it recently released several new development images from the work-in-progress. Although we're still a ways off from seeing what the final game will look like, these latest shots

do give us a better look at what the final Lara model and the surrounding architecture will look like.

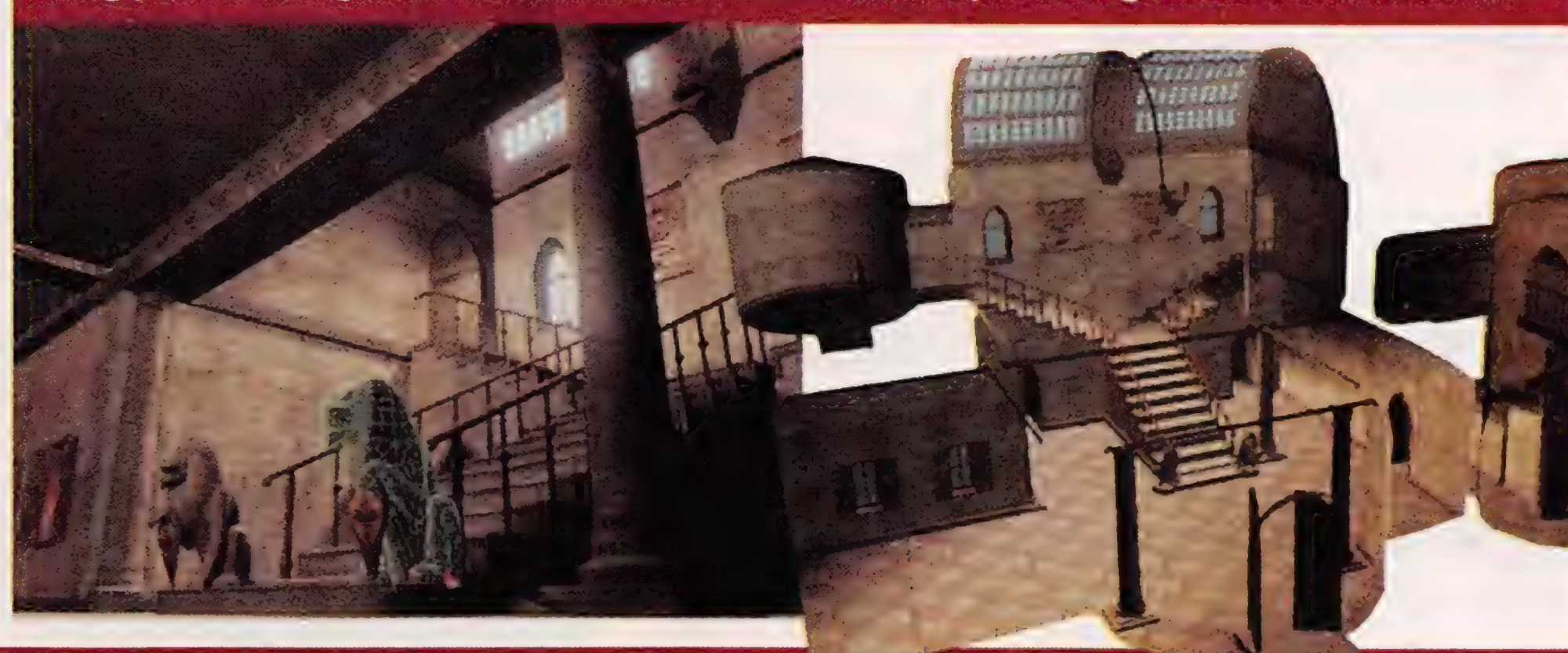
Without a doubt, *Tomb Raider PS2* has got us excited, and it's certainly looking great so far. It's still on track for 2001 release, so you can be sure we'll have all the latest info on the game as it's revealed.

► That shirt that Lara's got on under her jacket is part of her new standard costume, but this new outfit shows how her look will change throughout the game.



▼ This shot shows the amount of attention being paid to the game's environments.

▼ The new environments will feature curves, producing unusual architecture.



## Namco Does Movie License Game?

*PS2 gets a game based on an upcoming CG film*

**N**amco's managing director, Shukuo Ishikawa, has revealed that his company is hard at work on a PS2 game based on the upcoming CG film *Axis*. Under development by French film studio Chaman Productions, the 85-minute, anime-style film tells the story of a young girl's quest to uncover the

cause behind the slow decline of a gigantic, inhabited plant called *Axis* that stretches high above the clouds of her world.

Apparently, Namco's top brass were so impressed and inspired by what they've seen of the \$8 million movie so far that they immediately committed to developing a game based on it. As it stands,

the company is said to be striving toward the game's real-time visuals being as close as possible to the high-end CG used in the film. And since it's on PS2, and will likely be a second (or third) generation title, such quality shouldn't be out of the question. No release date is known for the film or the



▲ The film's a mystery, but Namco is already working on the game.

game, but they're likely to release simultaneously.

## Activision Confirms Tenchu 3

*Stealthy ninja action heads to PlayStation 2*

**I**t's official: Activision is indeed working on a new *Tenchu* game for PlayStation 2. Not only that, but Sony Music Entertainment, the company responsible for developing and publishing the *Tenchu* games in Japan, has awarded Activision global intellectual property rights to the series.

So, exactly what does that mean? It means that Activision will not only be releasing new games in the series world-wide from here on out, but it will also have greater control over development of the games as a whole. Activision hasn't revealed an official title for the new game, nor a release date, but, as

PSM learned some time ago, work has evidently begun on this latest installment in the series by the same team responsible for the first two games.

*Tenchu* and its sequels were both great, so we've got high hopes for the series' jump to PS2. We'll have first details on the game just as soon as possible, so sit tight.

► Will Rikimaru return in *Tenchu 3*? Of course, only time will tell, but we'd say it's a safe bet. You've got to stick with a winner.



## WHAT YOU SHOULD BE PLAYING

### 1. Breath Of Fire IV

Capcom's RPG is easily one of the best PSone has ever seen.

### 2. Final Fantasy IX

If you haven't embarked on Square's latest epic adventure yet, what're you waiting for?

### 3. SSX

With loads of secrets and excellent gameplay, this awesome racer never gets old.

### 4. DOA2: Hardcore

Still the best fighting experience on PS2, this game keeps bringing us back for more.

### 5. Colin McRae Rally 2.0

Even if you're currently not a huge rally racing fan, this game will make you one with its excellent control.

## RUMORS

by BlueLED

As always, I've had my ear to the walls and I've been tappin' the calls...

### WIPEOUT WIPED OUT?

Our sources in dear old England tell us that *Wipeout Fusion* is NOWHERE near complete — and that, in fact, it could be as much as a year away from completion, thanks to some restructuring over there. Phil Harrison, formerly the US VP of third party, is over there kicking everyone's butts to speed things up. Apparently *F1* will be late, too.

### KAMPEI, DVD!

Work is underway to rewrite the DVD drivers for the US PlayStation2 to allow the import of foreign DVDs from Japan and Europe. Apparently it's easily possible to upgrade the PS2's firmware using a CD containing a tweaked version of the original software. Theoretically, this could also mean VideoCD compatibility with some minor alterations.

### PS2 LICENSEES

Sony has already stated that it wants to sell PS2 technology to other manufacturers, but the success of the system means that those licensees will probably never have access to PS2 game capability as was originally intended, but rather Sony will simply sell them Graphic Synch chips and Emotion Engines as OEM parts.

### FREE WITH STAR WARS

The *Star Wars* online project currently being built at Verant is looking more and more likely to be the killer app for Sony's proposed hard drive/Ethernet unit. It's expected that Sony will sell it as a standalone next year, but that when *Star Wars Online* goes live, a subscription rebate deal will be offered when players sign up — effectively giving them a free HDD and Ethernet port.

### LUCASARTS GOING PS2 CRAZY?

That amazing Gamecube demo of the original Death Star battle was something to see, and we hear that LucasArts is working on at least eight new *Star Wars* projects for the PS2 — some *Episode 2* based, and one set in the "classic" *Star Wars* universe, featuring lots of spaceships to fly.

### COMPUTER ENTERTAINMENT?

In spite of the PS2's obvious usefulness as a games system — we hear that you really can expect to see things like word processors and graphics apps in the future. The UK system is shipping with a primitive form of BASIC and future plans for the US include removable storage, a printer, and a consumer-friendly 3D modeling app.

### LUNAR RETURNS ON PS2?

Working Designs is said to be starting translation work on a new brand-new *Lunar* game for PS2. It's likely to be the company's next release after *Lunar 2* and the *Arc the Lad* Collection are out the door.



# Sega On PlayStation?

Console giant's restructuring may lead to PSone and PS2 games

**D**uring a recent financial report, Sega revealed that as part of what is sure to be a massive business restructuring, it will begin to develop games for hardware other than its own. The proposed three-tier development plan will begin on a wireless phone network in Japan, then go on to cover handheld game systems like Game Boy, before finally ending up on rival home consoles. Reports in the Japanese press indicate that, as part of the third stage, several popular Sega Saturn

series are being considered for revival on the original PlayStation. Why not PS2? Most likely due to the low upfront cost of development on the PSone, since it's no secret that Sega needs to save all the money it can at the moment.

Sega of America officials, for their part, have said that they know of no current plans to bring any of the company's products to PlayStation, or any other system for that matter. We'll keep you posted with more on this massive story as it develops.



▲ Hopefully classic Sega Saturn series, such as *Panzer Dragoon*, will finally get the mainstream recognition they deserve on PlayStation.

## Square Delivers The Goods

Gamers get a taste of Japanese-style marketing with *Final Fantasy IX*

**A**merican gamers are always left in the dark when it comes to the sort of cool videogame goods that are usually only available in Japan, but that all changed with the U.S. release of *Final Fantasy IX*. In what fans will surely deem a stroke of genius, Square has also made available all sorts of tie-in merchandise at game retailers, such as T-Shirts, calendars, stuffed toys, and even some awesome model kits. Now, why don't more publishers do this? We can only hope this signals the beginning of a trend...



▲ You can enter to win one of these cute plush Vivi dolls for yourself on pg. 89.

## SAY WHAT?

Videogame characters say the darndest things. Here are a few quotes that caught our attention this month:

"I have a funny feeling, and not the one in my no-no zone"  
— Ronfar from *Lunar 2*, exercising his intuition before a battle

"I hear I have a very special match tonight"  
— Everyone in *WWF Smackdown 2* — they all say this same thing

"Forget this fight — let's go kick it alone for a while!"  
— Zack's proposal to Tina before their fight in *DOA2*

# NIHON GAME OTAKU

by Max Everingham

I've just been down to the local game center here to check out the scene and report on anything new for you Otaku guys. It's madness! These places are so completely stuffed full of music-based games nowadays that they should all be renamed from "game center" to "make-an-ass-of-yourself center," or at least "dance center." Thanks to Konami, who are still aggressively leading the market with constant updates to games such as *Keyboard Mania*, *Beatmania* and *Drum Mania*, the whole nation is, indeed, maniacally getting down in front of hordes of appreciative onlookers. There was even one guy today standing behind one machine and mimicking the steps of the guy actually up there playing the game! Crazy! It's madness, I tell you!

The *Biohazard* attraction, "*Biohazard 4-D Executer*," opened up here at the end of November, instantly drawing huge crowds and those loooong lines Japan seems famous for. Opening at the "Tokyo International Fantastic Film Festival 2000" in Shibuya, the full CG-movie horror-fest looks like it's a hit already.

### JAPANESE RETAIL REPORT

*Moto GP* is tearing the charts up this month, despite the unfair tendency of the bikes to slide out whenever you brake into a turn. Come on, Namco — if you're going to make it behave like a sim, at least give us front and rear brakes so we can play it like one! *Dragon Quest VII* continues to outsell the PS2 games, though, taking the number one slot in the charts, and the K-1 fighter from Xing takes third place. Creeping into tenth is the horse-racing game from Koei, *Winning Post 4 Maximum*. So PlayStation sales are still seriously outpacing the PS2 titles but there's good news on the horizon. December sees a whole bunch of games released in time for Christmas, including *7*, *Victorious Boxers*, *Seven Blades*, and *FIFA 2001* — it's been more than 3 months since EA put out the last version, after all. ► Max

### PLAYSTATION SALES CHART \*

1. *Dragon Quest VII* (PS/Enix)
2. *Moto GP* (PS2/Namco)
3. *Fighting Illusion K-1 GP* (PS/Xing)
4. *Gekikukan Pro Baseball* (PS2/Square)
5. *World Soccer Jikkyou 11* (PS/Konami)
6. *Khamrai* (PS/Namco)
7. *Dino Crisis 2* (PS/Capcom)
8. *Pop n' Music 4 Append Disk* (PS/Konami)
9. *Mixx Pachinko* (PS/IRM Eng.)
10. *Winning Post 4 Max* (PS2/Koei)

\* Poll conducted from 10/2 to 10/15, by Famitsu PS

## VERSUS MODE



### ROUND ONE: Name Recognition

**Triple H:** Other wrestlers cower at his very name

**Preparation H:** Shoppers afraid to ask for it by name

**Advantage: Triple H**

**Triple H:** Stands for "Hunter Hearst Helmsley"

**Preparation H:** Only one "H" — that's two-thirds less H-ness!

**Advantage: Triple H**

### ROUND TWO: Technique

**Triple H:** Bends opponents' limbs to apply various holds

**Preparation H:** Lots of bending involved during application

**Advantage: Triple H**

**Triple H:** Takes 20 minutes to get to the point when speaking

**Preparation H:** Guaranteed to work in 20 minutes or less

**Advantage: Preparation H**

### ROUND THREE: Finishing Moves

**Triple H:** Opponents leave in neck braces after matches

**Preparation H:** Users sit on a special pillow after it wears off

**Advantage: Triple H**

**Triple H:** Leaves opponents in bloody piles

**Preparation H:** Relieves the pain of bloody piles

**Advantage: Preparation H**

**WINNER: Triple H**



# Peripherals

This month, we rate two of the first fully analog third-party pads for PlayStation 2, plus a high end Dolby Digital speaker system sure to add some extra bang to your PS2 gaming experience.

## DUAL FORCE 2

Company: **Mad Catz** Price: **\$29.99**

**W**hile the Dual Force 2 for PS2 sports a solid set of features, including PSone compatibility, its design makes it most attractive to *Tekken Tag* and *DOA2* fans. The big draw is a function for programmable macros (read: combos), which enables gamers to program a series of D-pad or action button presses executable by a single press of a shoulder button. Each macro codes up to fifteen presses, with multiple buttons pressed simultaneously counting as one. That's a hell of a combo. The stiffness of the cross-shaped D-pad might annoy some fighter fans (because of added difficulty in moving diagonally), but this is a matter of preference.

The action buttons are fully analog, and the start and select buttons have conveniently been moved closer to the right face buttons. It's a bit heavier than most controllers, but the rubber grips and finger grooves make for a comfortable fit.

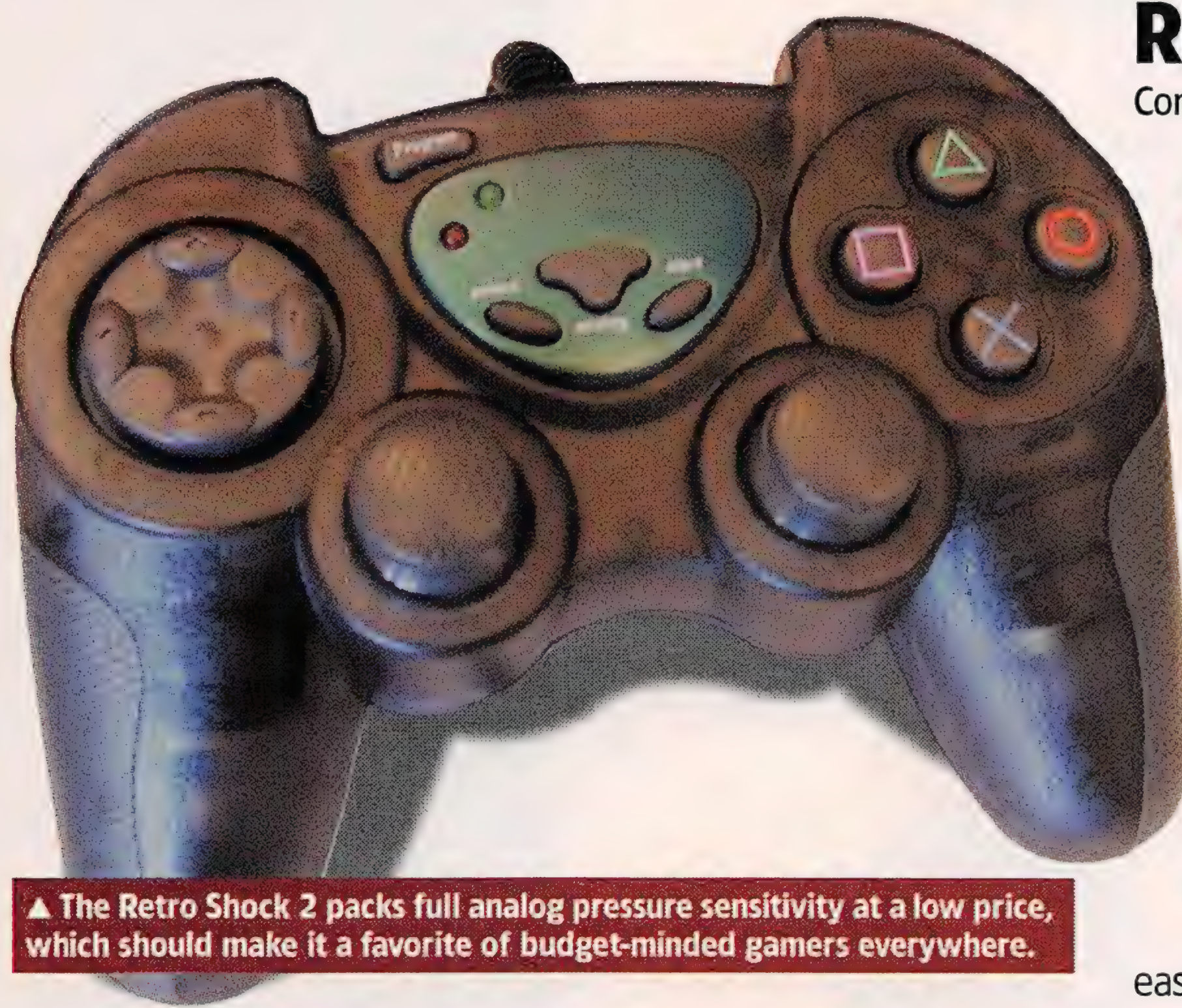
One can change easily between three color-coded modes with the centrally-located, illuminated mode button. The standard analog mode facilitates vibration, the steering wheel mode lets you calibrate the sensitivity of your controller with compatible software, and the original digital mode shuts off all added functions.

► **Tommy Layton**



▲ The macro function makes this pad especially attractive to fighter fans, who will use it to program combinations.

**PSM**  
FINAL SCORE **7**/10



▲ The Retro Shock 2 packs full analog pressure sensitivity at a low price, which should make it a favorite of budget-minded gamers everywhere.

## RETRO SHOCK 2

Company: **Pelican Accessories** Price: **\$19.99**

**T**he Retro Shock 2 is a budget-priced, fully analog, pressure sensitive controller made of the same translucent plastic that sold tons of Apple computers and "fantastic" N64s.

The programmable force feedback ranges from a healthy rumble to light buzzing, and the rubber grips sit firmly in your palms to prevent slippage. However, even though the placement of the D-pad, face/shoulder buttons, and dual analog sticks seems ergonomically correct, the start, select, and analog-activation buttons are noticeably obstructed by the the analog sticks.

The D-pad retracts and moves so easily that it seems a bit loose, and shoulder

buttons make clicking sounds at the lightest touch. While looseness may allow for a better range of pressure sensitivity, it takes a while to learn how to apply the exact pressure to achieve precision movements and desired effects. For instance, when calibrating gas and brake buttons in *Ridge Racer V* it took the "Heavy" setting to really register the gradation in pressure sensitivity on the pad's buttons.

While the Retro Shock 2 is \$20 to Sony's Dual Shock 2's \$34, its overall quality befits the budget price. However, the fully analog pressure-sensitivity is a nice option for the lower cost.

► **Tommy Layton**

**PSM**  
FINAL SCORE **7**/10

## PLAYWORKS DTT2500

Company: **Creative** Price: **\$249.99**

**R**etailing for \$50 less than its closest competition in the 5.1 channel digital speaker system war, the MidiLand 8200 (8/10, PSM issue 39), Creative's DTT2500 is a well-designed package that delivers solid performance without a lot of frills.

The system's five identical satellite speakers put out a surprising amount of sound for their small size and its passive sub-woofer does a great, punchy job of shoring up the low end. The only aspect I found any real fault with was the mid-range; it's a little on the thin side. Overall, though, the speakers produce a convincing, powerful soundstage and sound great for movies and games alike. If you're in a really big

room, MidiLand's system, with its larger speakers, will probably fill it out better.

The no-frills part of the equation is twofold. For one, there really aren't a lot of sound field options or minute settings to speak of. More importantly, this system doesn't include or support a remote control, so all adjustments (including volume level) must be made

on the receiver itself. In the end, this is just a minor inconvenience with what is an otherwise solid sound system with a great price/performance ratio.

► **Randy Nelson**

▼ While it is small, it is very powerful. This is one speaker setup that really delivers a lot of bang for the buck.



**PSM**  
FINAL SCORE **8**/10



**"THE ULTIMATE GETAWAY GAME GETS EVEN BETTER"**  
PSM Magazine, July 2000

**"STRAP ON YOUR SEATBELT FOR THE MOST EXPLOSIVE  
DRIVING EXPERIENCE SINCE THE PINTO"**  
Incite, July 2000

**"AN ALL-OUT BETTER WHEELMAN EXPERIENCE"**  
Gamespot, August 2000



# DRIVER 2

THE WHEELMAN IS BACK

[WWW.DRIVER2.COM](http://WWW.DRIVER2.COM)



4 new cities: Vegas, Havana, Rio, Chicago, epic storytelling, and high-quality cinematics!



All-new curved road systems bring the action to life with ultra-realism!



New foot missions let you hit the streets and commandeer any vehicle!



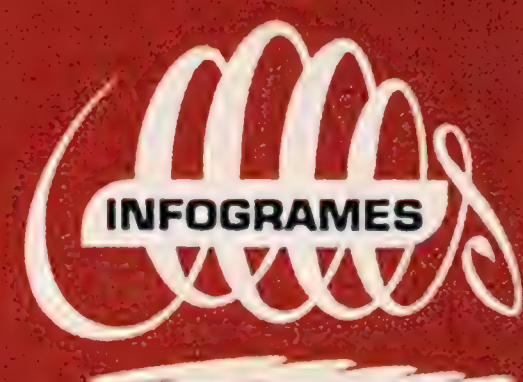
Partner up with any thug in split-screen multi-player modes!

**THERE'S SOMETHING GOING DOWN ON THE STREETS. AN INTERNATIONAL MOB WAR HAS ERUPTED, SPILLING BLOOD ACROSS TWO CONTINENTS IN A HAIL OF BULLETS. BUT IT'S JUST ANOTHER DAY AT THE OFFICE FOR ONE COP. ONE COP WITH ONE NAME. DRIVER 2 STARRING TANNER.**



**DIESEL**  
FOR SUCCESSFUL LIVING

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***FOR PLAYSTATION 2,  
THAN***



***BIG DVD LAUGHS***

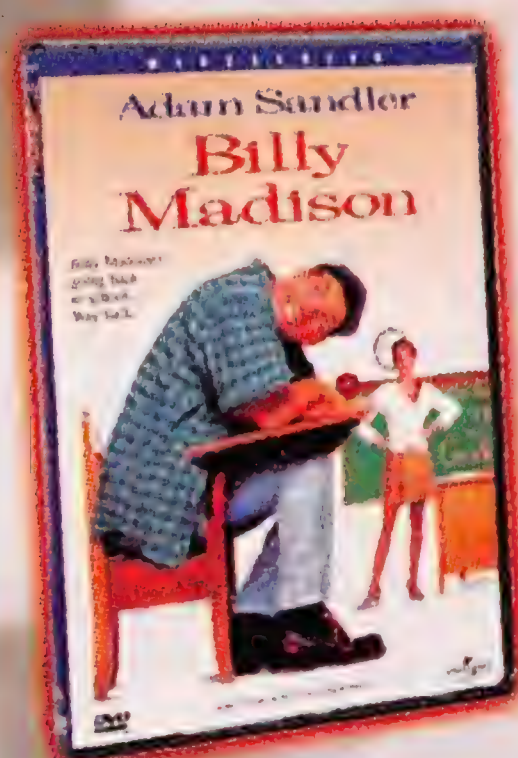


# THERE'S MORE FUN JUST GAMES

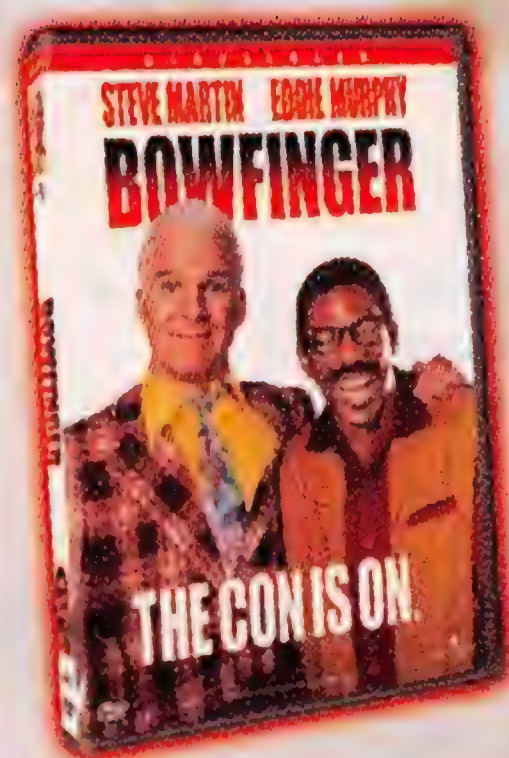
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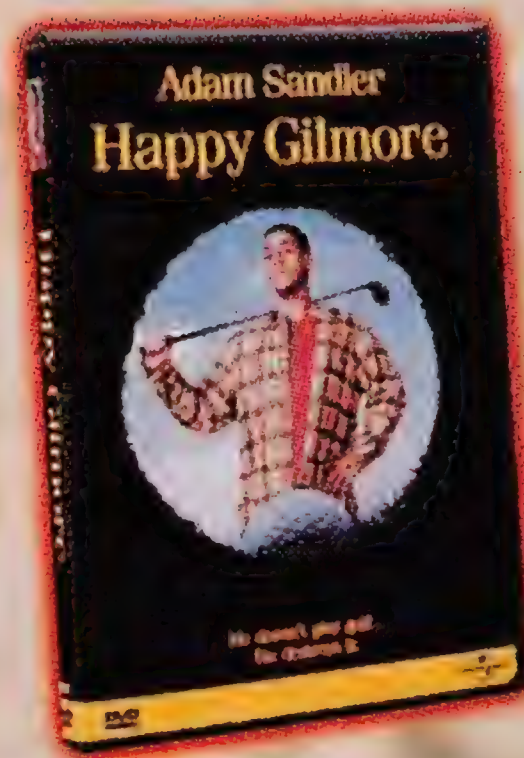
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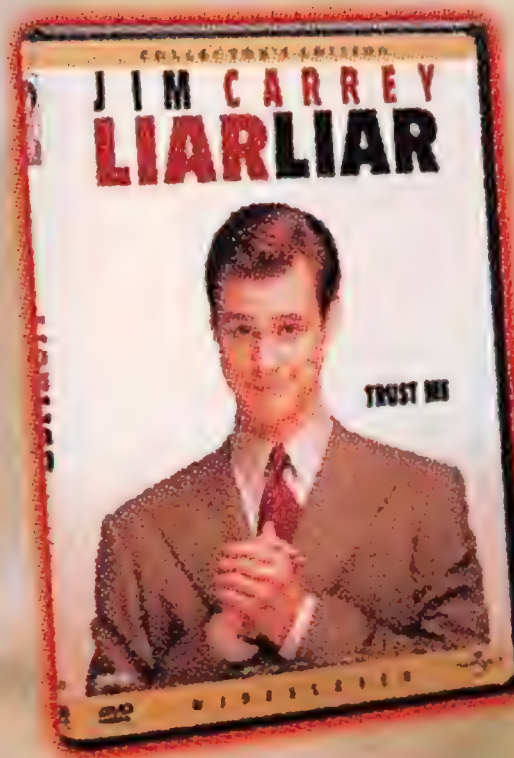
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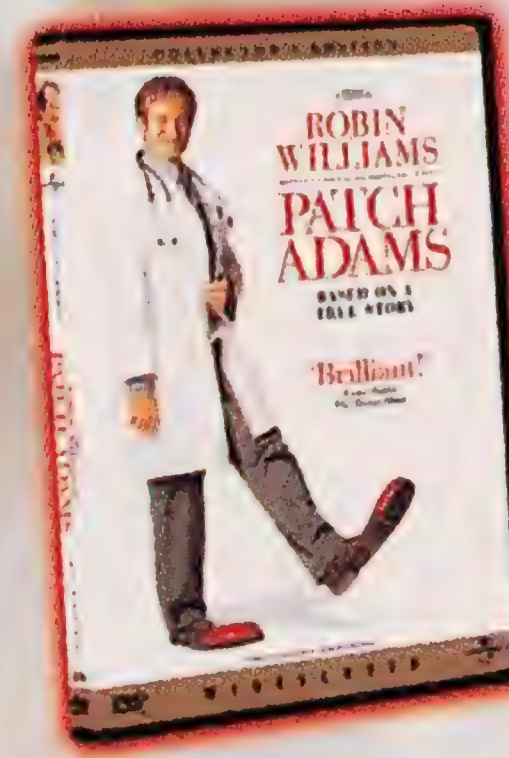
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# Checkpoint

This is your one-stop spot to get a handle on the best stuff headed our way. Please keep in mind that release dates are always subject to change.

## This Month's New Releases

### PS2

TITLE	GENRE	PUBLISHER
Army Men: Air Attack 2	Action	3DO
Army Men: Sarge's Heroes 2	Action	3DO
Disney's Dinosaur	Adventure	Ubi Soft
Donald Duck: Goin' Quackers	Platform	Ubi Soft
Knockout Kings 2001	Boxing	EA Sports
MDK2: Armageddon	Action	Interplay
NBA Live 2001	Sports	EA Sports
Oni	Action	Rockstar
Rayman 2: Revolution	Platform	Ubi Soft
Star Wars: Starfighter	Action	LucasArts
The Jungle Book: Rhythm 'N Groove	Dance	Ubi Soft
Top Gear Daredevil	Racing	Kemco
Top Gun	Action	Titus
Warriors of Might & Magic	Adventure	3DO
WDL ThunderTanks	Action	3DO

### PSone

TITLE	GENRE	PUBLISHER
Backyard Football	Sports	Infogrames
Championship Surfer	Sports	Mattel
Darkstone	Action	Rockstar
Jungle Book Rhythm 'N Groove	Dance	Ubi Soft
Kasparov Chess	Strategy	Interplay
Martian Gothic	Adventure	Take Two
Persona 2	RPG	Atlus
Razor Freestyle	Scooter	Crave
Rogue Spear	FPS	Redstorm
Sea Doo Hypercross	Racing	Vatical
Super Cross 2001	Racing	EA Sports
The Lion King: Simba's Adventure	Action	Ubi Soft
The Road to El Dorado	Action	Ubi Soft
Vanishing Point	Racing	Acclaim
Warriors of Might and Magic	Action	3DO

## Three Month Outlook

### JANUARY PS2

TITLE	GENRE	PUBLISHER
Age of Empires II	Strategy	Konami
Dark Angel	Adventure	Metro3D
ESPN NBA 2Night	Sports	Konami
ESPN NFL Primetime	Sports	Konami
F1 Championship Season 2000	Racing	EA Sports
Gauntlet: Dark Legacy	Action	Midway
NBA Hoopz	Sports	Midway
Portal Runner	Action	3DO
Star Wars: Super Bombad Racing	Racing	LucasArts
The Bouncer	Action	Square EA

### JANUARY PSone

TITLE	GENRE	PUBLISHER
Blade Arts	Action	Enix
T.J. Lavin's Ultimate BMX	Sports	THQ
Digimon World 2	Action	Bandai
Scooby-Doo!	Adventure	THQ
X-Men: Mutant Wars	Action	Activision

### FEBRUARY PS2

TITLE	GENRE	PUBLISHER
ATV Off-Road Racing	Racing	989 Sports
F1 Racing Championship	Racing	Ubi Soft
Tiger Woods PGA Tour 2001	Sports	EA Sports
Onimusha: Warlords	Adventure	Capcom

### FEBRUARY PSone

TITLE	GENRE	PUBLISHER
Disney's Aladdin	Platform	Sony
Fear Effect 2: Retro Helix	Action/Adv.	Eidos
Mat Hoffman's Pro BMX	Sports	Activision
Time Crisis: Project Titan	Shooting	Namco

### MARCH PS2

TITLE	GENRE	PUBLISHER
Dark Cloud	RPG	Sony
Gran Turismo 3	Racing	Sony
Ico	Adventure	Sony
Legacy of Kain: Soul Reaver 2	Adventure	Eidos
Off-Road Thunder	Racing	Midway
Zone of the Enders	Action	Konami

### MARCH PSone

TITLE	GENRE	PUBLISHER
Alone in the Dark 4	Adventure	Infogrames
Time Crisis: Project Titan	Light Gun	Namco
VIP	Action	Ubi Soft



# Cool Stuff

Here's a look at some of the hottest new gear that everyone's talking about

## UPROAR

\$399 | Samsung

This cellular super-phone boasts MP3 playback, wireless Web surfing, WAP game support, and voice-activated operation all in one sweet-looking little silver package. If you're constantly on the go, this is THE all-in-one device to own.



**HIPZIP**  
\$299 | Iomega

Now this is a cool idea. Instead of regular RAM, this MP3 player uses removable 40MB PocketZip disks to store songs. They're so tiny that you can carry dozens in your backpack, making for hours of listening time at only \$10 a disk. Plus, it's upgradeable to support future digital audio formats.

# Hot In December

## TOP 10 DVDs



### OUR TOP PICK:

**ME, MYSELF & IRENE**

1/23/00  
It's gross, it's lewd, it's childish... it's absolutely hilarious! Jim Carrey plays a cop with a split personality in this laugh-fest from the Farrelly brothers, who brought us the funny bone-breaking *Something About Mary* and *Dumb and Dumber*.

2. *Hollow Man* 1/02/00
3. *Coyote Ugly* 1/16/00
4. *The Way Of The Gun* 1/02/00
5. *Dinosaur* 1/30/00
6. *Glory: Special Edition* 1/30/00
7. *Tenchi Universe Collection: Space 1* 1/02/00
8. *Bubblegum Crisis Tokyo 2040 Vol. 3* 1/23/00
9. *Mystic Pizza* 1/23/00
10. *Rocky & Bullwinkle* 1/23/00

## TOP 5 MOVIES (Theater)



### OUR TOP PICK:

**CROUCHING TIGER, HIDDEN DRAGON**

1/23/00  
Good movies are looking pretty slim this month, so if you haven't seen this action-adventure masterpiece, now's your chance. It goes into wide release this month, meaning that if your local theater wasn't showing it already, it will be soon. A must-see!

2. *Snatch* 1/19/00  
Brad Pitt and Benicio del Toro headline the cast of this action-packed heist comedy that involves stolen jewels, mobsters, and lots of gunfire.
3. *Double Take* 1/12/00  
Orlando Jones tries to shake a case of mistaken identity in this buddy flick from the writer of *Midnight Run*, George Gallor.
4. *The Gift* 1/12/00  
Director Sam Raimi directs this thriller about a psychic's search for a missing woman. The movie promises some truly freaky moments.
5. *Anti-Trust* 1/19/00  
It's The Microsoft Anti-Trust Case: The Movie! Well, not quite, but it does involve a sinister software exec (Tim Robbins) who has his plans to buck the court system uncovered by Ryan Phillippe.

# PSM'S MOST WANTED



## 1. Zone Of The Enders

Not only is this giant robot action game already looking and playing great, but it'll come with a playable demo of *Metal Gear Solid 2* in Japan! If that's not enough to excite any gamer, we don't know what is.

## 2. Dark Cloud

This massive RPG adventure is due out in Japan in December, but there's no word about when we can expect it Stateside. We'll be playing the import the day it's out, but we won't get the full effect until the U.S. localization hits.



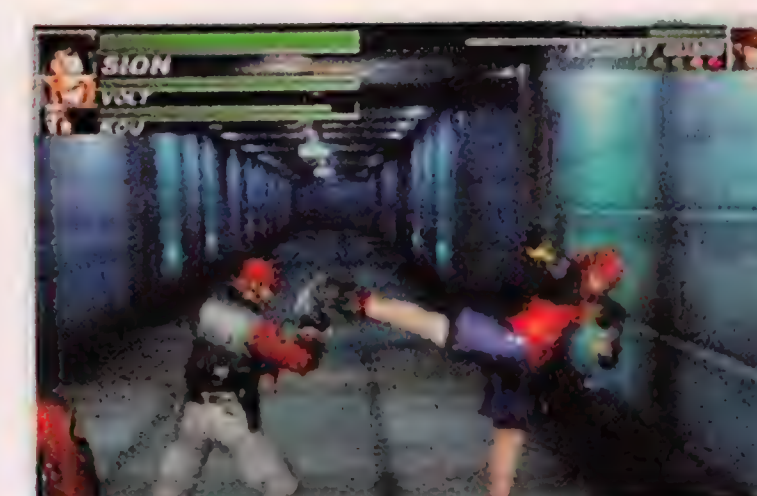
## 3. Onimusha: Warlords

The more we think about this game, the more excited we become. The game looks downright amazing and the new gameplay twists on the tried-and-true *Resident Evil* system are a breath of fresh air.



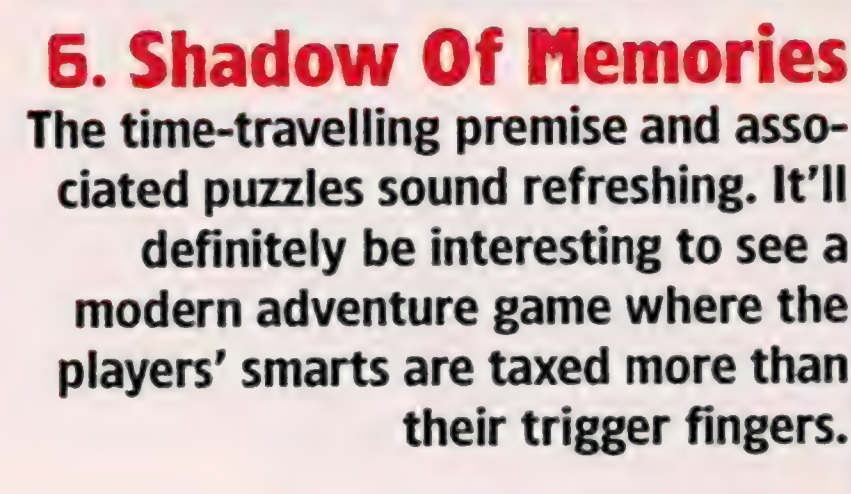
## 4. Silent Hill 2

Seeing how a new *Resident Evil* has yet to be announced, we're simply dying for some 128-bit chills. This looks to be the ticket, with its horrifying atmosphere and CG-quality, real-time graphics.



## 5. The Bouncer

It won't be long before we FINALLY get to play this game for ourselves. The fact that we still don't know what it's really like has us a little worried, but we've got faith that Square will deliver the goods.



## 6. Shadow Of Memories

The time-travelling premise and associated puzzles sound refreshing. It'll definitely be interesting to see a modern adventure game where the players' smarts are taxed more than their trigger fingers.



## 7. Klonoa 2

The cell-shaded graphics and new play mechanics stand to make this a big enough step over the original, but the tried-and-true "2-1/2D" gameplay will hopefully remain intact.

## 8. Blood Omen II

After seeing an early version of this "side story" game, we can't wait to get our hands on it. The mixture of role-playing, fighting game-style combat, and realistic character AI makes this game look like a winner.



## 9. Twisted Metal: Black

Car combat's been in a slump lately. This latest chapter in the genre's biggest series will hopefully turn things around. It's being done by the guys responsible for the best *Twisted Metal* games (the first two).

## 10. 7 Blades

There hasn't been a good hack'n-slasher in a long time, so we've got high hopes that Konami's samurai-era action game will deliver. Not only is it looking good, but the story itself is shaping up to be a doozy — you're fighting space ninja, of all things!



# SALES CHARTS

**PS - NPD**  
For October 1-15

### 1. TONY HAWK 2



2. *Madden NFL 2001* PS
3. *Tony Hawk* PS
4. *Gran Turismo 2* PS
5. *Spider-Man* PS
6. *SpecOps* PS
7. *Driver* PS
8. *Dave Mirra BMX* PS
9. *WWF Smackdown* PS
10. *Tekken 3* PS

**PS - PC DATA**  
For Oct. 22-28

### 1. TONY HAWK 2



2. *MOH: Underground* PS
3. *NBA Live 2001* PS
4. *Tony Hawk* PS
5. *Madden NFL 2001* PS
6. *Spyro: YOTD* PS
7. *Dave Mirra BMX* PS
8. *Gran Turismo 2* PS
9. *Spider-Man* PS
10. *Driver* PS

**PS2 - PC DATA**  
For Oct. 22-28

### 1. Madden NFL 2001



2. *Tekken Tag Tournament* PS2
3. *SSX* PS2
4. *Ridge Racer V* PS2
5. *TimeSplitters* PS2
6. *NHL 2001* PS2
7. *Summoner* PS2
8. *DOA2: Hardcore* PS2
9. *Kessen* PS2
10. *Armored Core 2* PS2





**You know the rules.**





PlayStation®2

# 湾岸 MIDNIGHT CLUB STREET RACING

In secret gatherings around the world a mysterious group of urban street racers, known as the Midnight Club, race for pride, power and glory in sleekly customized, tricked-out sports cars. Speeding through crowded streets, running red lights, terrorizing pedestrians, driving on sidewalks and outrunning the cops are just the basics for the "Midnight Club".

Racing action in two accurately modeled cities on both sides of the Atlantic - New York and London!

17 different performance enhanced cars to race - concept prototypes, foreign sports cars, muscle cars and pickup trucks.

Play in a persistent world - with interactive traffic, pedestrians and law enforcement.

Win the pink slips of opposing players! Rise up through the ranks in the illicit world of the Midnight Club.

Winning cars are tuned up with equipment from street-racing specialists such as Dimmer, VeilSide, Zender, Neuspeed, Wings West and more....

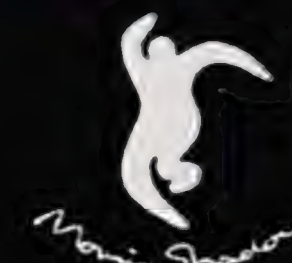
"an amazing sense of reality....one of several must-haves for PS2 launch"  
- Gamer's Republic, Sept 2000

"an exhilarating experience, one that you'd expect to get from the latest Hollywood big budget chase scene, Rather than a console racing game"  
- Next Generation, June 2000

**There are no rules.**

[www.rockstargames.com/midnightclub](http://www.rockstargames.com/midnightclub)

Cutting edge soundtrack from some of the world's leading techno/drum and bass artists. Dom and Roland, Derrick May and Surgeon



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Animated Violence





Where Fingerprints  
would be if controller  
wasn't gripped so hard.

Friction burn got  
after getting in  
Hygog's Face.

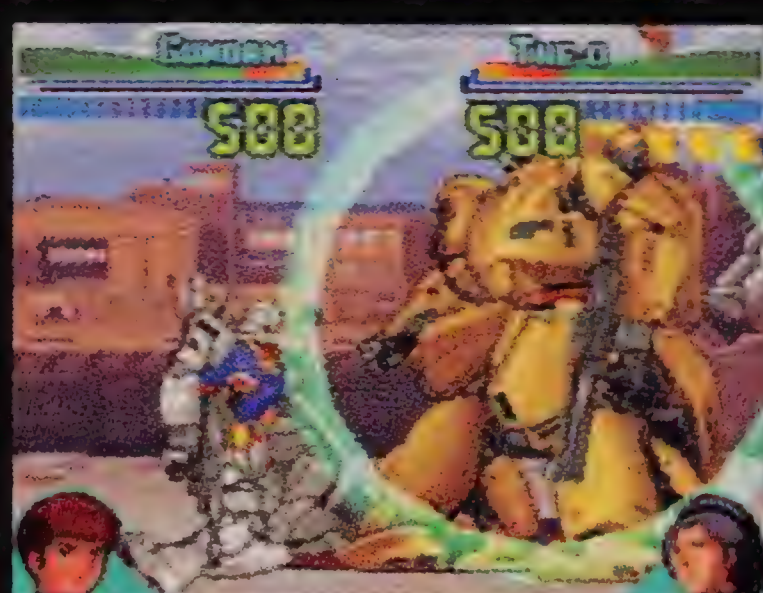
9 stitches.  
Exactly 12 less  
than I  
gave Qubeley.

Minor blisters  
earned during  
8-hour marathon.

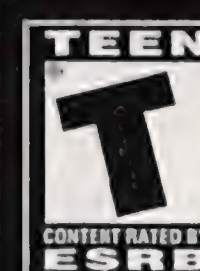
Pepperoni pizza stain  
From all-night  
tournament vs. Hydra.

Gash got going  
toe-to-toe  
against Psycho.

**THE GAME IS IN 2-D. THE PAIN ISN'T.** IT'S THE EPIC STORY OF GOOD VS. EVIL IN CLASSIC 2-D. YOU ARE HEERO YUY, IN YOUR FIRST VIDEO GAME EVER. YOUR JOB; USE YOUR POWERFUL WING GUNDAM TO PROTECT HUMANITY FROM THE SINISTER GIANT MOBILE SUITS. DO YOU HAVE THE BRAIN POWER AND STAMINA NEEDED TO DEFEAT THE EVIL MACHINES? OR DO WE CALL YOU MR. SOFT HANDS? GUNDAM BATTLE ASSAULT. OLD SCHOOL GAME-PLAY. NEW SCHOOL PAIN.



**GUNDAM  
BATTLE  
ASSAULT™**



Animated Violence





# REVIEWS

The world's most accurate, in-depth game analysis

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## TOMB RAIDER CHRONICLES

Lara's final PSone adventure is here – does she go out with a bang? **pg. 43**



Be sure to check out these top games!



34 ► Breath of Fire IV



44 ► Colin McRae Rally 2.0

## OUR SCORING SYSTEM

- 10 ► **CLASSIC**  
A rare gem; Our highest recommendation
- 9 ► **OUTSTANDING**  
One of the better games this year
- 8 ► **VERY GOOD**  
You can't go wrong **MUST-BUY**
- 7 ► **GOOD**  
A solid game
- 6 ► **OKAY**  
Kind of fun, but no big deal
- 5 ► **SO-SO**  
You've got to love the subject matter
- 4 ► **LACKING** **WARNING**  
Big flaws really hurt this game
- 3 ► **BAD**  
Not fun at all
- 2 ► **AWFUL**  
This game is an insult
- 1 ► **WHY?**  
Why would anyone do this to us?

We take our reviews very seriously. We spend hours upon hours play-testing each title to give you the best information to help you buy. Games that score an 8, 9 or 10 earn a Bronze, Silver or Gold PSM Must-Buy award. We don't hand them out easily, so if you see one on a review, a game box or advertising, be sure to check that game out. Finally, when looking up past scores, keep in mind that older games usually wouldn't fare as well if they were reviewed today.







TYPE  
RPG



PUBLISHER  
CAPCOM



DEVELOPER  
CAPCOM



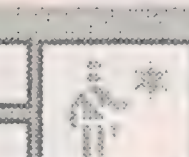
# OF PLAYERS  
1



# OF DISCS  
1 CD



ESRB RATING  
EVERYBODY



PSM  
GAME  
OF THE  
MONTH

# BREATH OF FIRE IV

▲ Build up your Faerie Village and you'll be greatly rewarded for your efforts, as well as enjoying a satisfying diversion to the main storyline.

## Saving the best Breath for last

**S**ince its debut under the Square logo (developed by Capcom, published by Squaresoft) way back on the SNES, the *Breath of Fire* series has always been scrabbling along the fringe of roleplaying adulation. It's never quite received the same amount of attention as others in the genre, but it's quietly gathered a loyal following among the more hardcore traditional RPG audience who happen to like their games straightforward, but quirky.

While the cast of characters may change from



▲ Hmm... fish that bite back. Be careful!    ▲ The villages are beautifully designed.    ▲ Camping on the map is back.

game to game, the world of *Breath of Fire* has always remained centered around the struggle between the human and dragon races. As grandiose as the conflict may sound on paper, what every *Breath of Fire* game, and more importantly *Breath of Fire IV* does so incredibly well, is to strip down the war from "overwhelmingly epic" to the level of the characters involved. Thus, the tale being told is much more personal and involving.

Capcom does a commendable job in bringing the

*BOF* characters to virtual life through their quirky animations and some surprisingly good dialogue. From Ryu's innocent heroism to Nina's optimistic world views to Cray's steadfast warrior spirit, each of the main characters in *BoFIV* sport enough depth and charm to keep players involved for the long run. And the inclusion of wacky companions, like the enigmatic robot, Ershin, and several other strange characters keeps the adventure distinctly lighthearted throughout most of the romp.

### HOW IT STACKS UP

1	▶ <i>Breath Of Fire IV</i>	9 out of 10
2	▶ <i>Final Fantasy IX</i>	9 out of 10
3	▶ <i>Lunar: Silver Star Story</i>	9 out of 10
4	▶ <i>Star Ocean Second Story</i>	8 out of 10
5	▶ <i>Wild Arms 2</i>	5 out of 10



And while the memorable characters and involving storyline are key to what makes *BoFIV* really tick, the real feat comes in the form of options, options, options. Like the former installation of the series on PlayStation, *BoFIV* revisits the Master system in which characters can join up with various "teachers" or Masters in the game in order to learn new skills and customize their stats. The system has been streamlined a bit in this latest title, by giving gamers specific goals to reach before they can be taught new spells or skills. You'll find yourself itching to unlock all of the skills and to find every single Master.

There are also tons of other cool things to do while playing through, including fishing, racing, and tending your very own Faerie Village. Many of these elements are carryovers from the *Breath of Fire III*, but their numbers have been doubled to include more of practically everything, giving you, the gamer, loads of choices as to what to do and how to obtain special items, skills, etc. It's wonderful feeling to have such freedom in choosing how to spend your time in between progressing the main plot.

Visually, the game is a true stunner, with 3D hand drawn-seeming environments, highly detailed character designs and some dazzling spell effects, to boot. Vivid, colorful and intricately designed, everything from the dungeon maps to the townscapes are wonderfully conceived, with plenty of secret nooks and crannies. In fact, with the outstanding looks found in the game, it'll be hard to take if there were

## REMEMBER WHEN?

Like other games in the same genre, *BoFIV* features incarnations of previous characters from *BoFIII*. We're grateful for the return of characters such as Ryu and Nina, but we're even more excited that the scholarly airhead, Momo, makes a guest appearance as one of the Masters!



▲ Nina from *Breath of Fire III*.



▲ Ryu, also from *Breath of Fire III*.

## PSM BREAKDOWN

An up-close look at the game in action



"The main characters in *BoFIV* sport enough depth and charm to keep players involved for the long run"

never another 2D-ish RPG on PS2 to follow it up. Even with all of this evidence pointing to the stellar appeal of *BoFIV*, if you've never found any of its predecessors in the series to be particularly likeable, there's little reason for you to pick this one up. But, if you miss out, then you're wasting the chance to check

out one of the finest of a seemingly dying breed: a solid 2D-esque traditional RPG. Let's hope that Capcom sees fit to bring us a fifth on PS2.

► Francesca Reyes

PSM  
FINAL SCORE

9/10

OUTSTANDING

Capcom has outdone itself with the release of the fourth in a solid RPG series. Fans owe it to themselves to check *BoFIV* out.



PSM  
MUST-BUY

▼ The best thing about these devastating dragon specials is that you can SKIP them entirely! We wish Square would learn a lesson from Capcom and limit the amount of repetitive stuff RPG fans have to sit through.



▲ You've got to love the old-school style of RPG combat. There's a lot of strategy here, so put your thinking cap on.







▲ With so many missions and modes, cars and criminals, *Driver 2* certainly provides a lot to see and do. It's just too bad that the slowdown and the pop-in really ruins the game.

**"Slowdown (and we mean serious slowdown) rears its ugly head at the worst times possible"**

# DRIVER 2

## This series just ran straight into a wall

**D**espite certain problems, *Driver* was a great game. The idea of playing a getaway driver has a certain charm to it.

Being able to race around an entire city, outrunning cops, is something that most gamers can't resist. That's why I was so excited to get my hands on *Driver 2*. Well, I was excited until I actually played it.

When compared with the first game, *Driver 2* certainly features larger and higher detailed environments, more traffic and increased intelligence on the part of the cops. However, all these enhancements seem to have come at a major expense. Framerates, in general, are slow and inconsistent. Slowdown (and we mean serious slowdown) rears its ugly head at the worst times possible. Buildings even pop in and out of

the screen so often that it's hard to predict what's going to show up in front of you. In fact, there were several instances when I was driving and entire bridges or buildings appeared just a few yards in front of my car, causing me to crash and have to start the whole mission over. This doesn't happen all the time, but it certainly happens enough to be annoying.

The difficulty of the game seems to have been ramped up too much, too, as most missions seemingly require multiple restarts in order to complete them. There's very little room for mistakes and that gets a bit frustrating. Fortunately, those that can put up with these problems and keep playing will be rewarded with a very large number of varied missions. You'll do everything from tailing a suspect

to escaping a warehouse to chasing a train. The later missions are quite well designed and very enjoyable.

It's just too bad. *Driver 2* was one sequel that I truly was looking forward to. However, it looks like the Christmas deadline just got the better of Reflections and it was forced to release a rushed product. If this game would have received just a bit more development time, it could have eclipsed the original title on all counts. As it ended up, though, *Driver 2* is just a shadow of its former self. The many problems heavily detract from the gaming experience and will leave a bad taste in many gamers' mouths.

► Stephen Frost

### HOW IT STACKS UP

1	► Driver (PS1)	9 out of 10
2	► Midnight Club (PS2)	8 out of 10
3	► Smuggler's Run (PS2)	6 out of 10
4	► Grand Theft Auto 2 (PS1)	6 out of 10
5	► Driver 2 (PS1)	6 out of 10



▲ There are also various challenges you can try. In this test, you try to stay within the cones and get the best time.



▲ Tailing another car is a more than a bit challenging because you can't be too close or too far away from it.



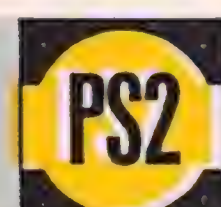
▲ While you can't really tell from this screenshot, there's just tons of pop-in going on all over this scene. It's not pretty.

**PSM**  
FINAL SCORE **6/10**

**OKAY**

Constant pop-in and slowdown really detract from *Driver 2*'s gaming experience. The missions are nicely varied, but few will have the patience to play long enough to discover that.



TYPE  
RACINGPUBLISHER  
KEMCODEVELOPER  
PAPAYA STUDIOS# OF PLAYERS  
1-2# OF DISCS  
1 CDESRB RATING  
EVERYONE

## TOP GEAR DARE DEVIL

**O**ne of the more unique car-based experiences to grace the PS2 so far, *Top Gear Dare Devil* is an intriguing mixture of puzzle game and racer — with a dash of *Pac-Man* thrown in for good measure. We like it plenty, but compared to some of the more high-speed, in-depth racers we've seen lately, it seems a little bit like a toy, the kind without any sharp edges.

The player must test their driving and navigational skills on the digitized streets of Rome, London, Tokyo and, of course, San Francisco. Naturally, more powerful cars can be added to the garage, which happens with sufficient frequency to make the game consistently fresh.

It's impressive that *Top Gear* can maintain such a consistent sense of fun, because the gameplay is both simple and repetitive — each of the 20+ levels entails cruising for a quota of gold coins within a set time limit. Clocks and nitro boosts help considerably, as does the map, highlight-

ing each of the coins and power-ups. Graphics, animation and sound won't burn anyone's rubber, but they're not bad either — crisp and detailed, if a little lacking in vibrancy. The cars, modeled after real world racers, such as the Mini and the Audi TT, are quite nice and remarkably accurate.

Free Roam and Multi-player modes flesh out a fairly straightforward package, but the fun is in the single player quest, which ultimately isn't really all that long in tooth. It's no must-have, but we can't help be a little fond of this one — for such an unassuming package, it packs quite an addictive thrill under the hood.

► David Chen

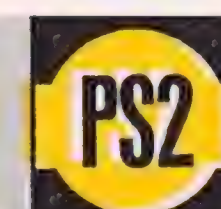


▲ Only four cities are featured, but they're all good-sized and each features the appropriate local monuments.

**PSM**  
FINAL SCORE **6/10**

**OKAY**

Yes, it's true. This is the game that asks the question, "Who's ready to go cruising for more power pellets?" While not as hardcore as many driving games, this is a brief, yet refreshing, alternative to more blistering racers.

TYPE  
SHOOTERPUBLISHER  
KONAMIDEVELOPER  
KONAMI# OF PLAYERS  
1# OF DISCS  
1 CDESRB RATING  
MATURE

## SILENT SCOPE

**A**nyone who's been to a halfway decent arcade in the last 14 months will have seen a coin-up called *Silent Scope*, featuring a giant-ass light gun with someone inevitably hitched to it. It was the number one arcade game in the US from October 1999 to March 2000 (at which point it was displaced by *Silent Scope 2*), and the reasons behind this ranged from an innovative arcade concept to well-crafted sniping missions to unrivaled gameplay with the light gun. Konami felt that if this experience could be reproduced on a game console, they would have a winner on their hands.

But it is exactly the arcade game's limitations that detract from the console port. Clearly, the game suffered little in the transition from arcade to console. The gameplay is similarly smooth and the arcade graphics supremely duplicated. While it's foolish to expect a sniper rifle periph-

eral, Konami has earned almost unanimous praise for recreating the sniping mechanics on a console controller. But the fact remains that the original arcade version, like most coin-ops, is short, and once one finishes it, replayability becomes an issue. Konami has added some extra modes and goodies, and picking off terrorists on a football field from a moving helicopter is fun any way you slice it, but this doesn't offset *Silent Scope*'s glaring shortcomings in story, number of missions, and replayability when compared to games like *TimeSplitters* and *Unreal Tournament*.

► Tommy Layton

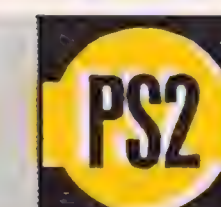


▲ Eat this, hippy scumbag. Despite the fact that Konami's added extra practice modes, the fun doesn't last forever.

**PSM**  
FINAL SCORE **7/10**

**GOOD**

*Silent Scope* is a truly outstanding arcade game and Konami covered its bases in recreating it on console. But it's little more than a quick, however fun, romp through a handful of well-crafted missions. And where's the rifle?

TYPE  
SURFINGPUBLISHER  
ROCKSTARDEVELOPER  
OPUS# OF PLAYERS  
1-2# OF DISCS  
2 CDSESRB RATING  
EVERYONE

## SURFING H30

**R**ockstar Games, known for games like *Smuggler's Run* and the *GTA* series that reward criminal activity, has laid its finger on the pulse of surfing. The result is *Surfing H30*, a version of which was released months ago in Japan, but stood to benefit from some fleshing out before releasing stateside.

Until recently, surfing has never really lent itself to a 3D arcade-style presentation because of consoles' limited processing power. But Rockstar boasts that it has achieved "next-generation wave modeling physics" on PS2, and it has for the most part succeeded (even though the wave's break unfolds with perfect consistency and is apparently never-ending). However, in negotiating the forces of gravity and wave curvature, there are few options available to surfers — basic carving, aerial tricks off the wave's crest, and slipping into the pipeline — and these don't make for many variations in gameplay. *H30* is therefore forced to

apply a complex scoring system, which tabulates points for aeriels, tube-riding, collecting multi-colored orbs, and traversing a certain distance in the allotted time. While the point system is designed to improve your skill and is the sole means of unlocking stuff, it forces you to keep doing the same thing over and over, only better. Contrary to whatever the Artist formerly known as Prince may have told you, there is not that much joy in repetition.

In the end, 11 playable characters, a dozen or so aeriels, and an authentic surf punk soundtrack don't go far when you're forced to perform the same old song and dance.

► Tommy Layton



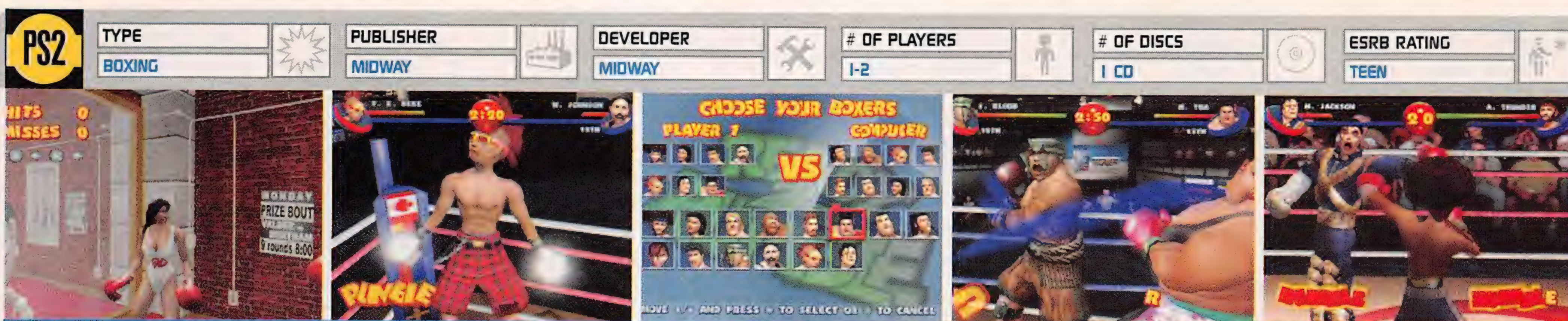
▲ Catch a wave and you're sitting on top of the world, but you won't score points unless you collect the floating orbs.

**PSM**  
FINAL SCORE **6/10**

**OKAY**

The surf itself and the nifty X-Board accessory (which snaps onto the DualShock2's twin analog sticks) aren't half bad, but repetitive core gameplay won't make this winter release an endless summer.

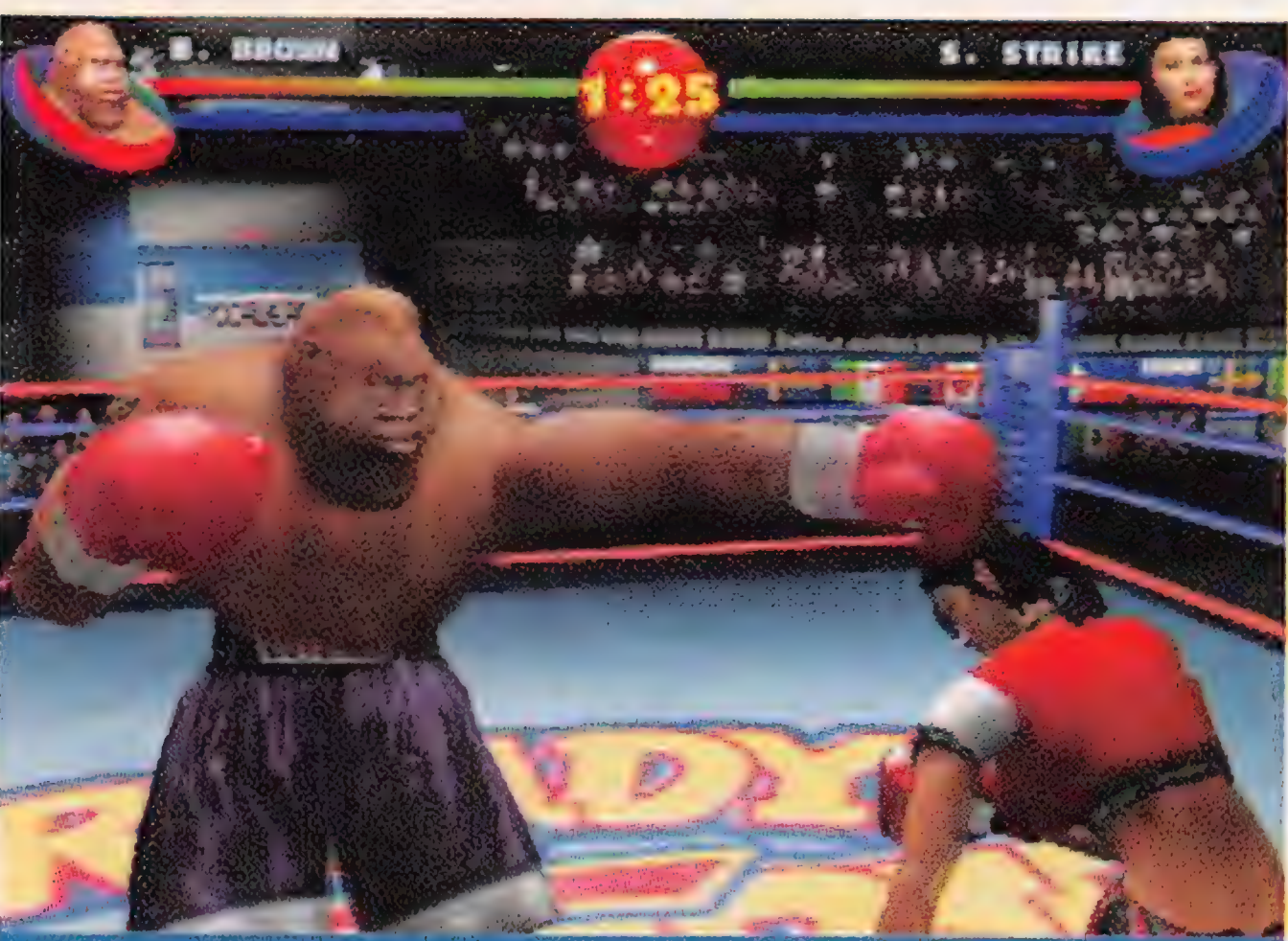




▲ As the above screen shots show, there is a wide range in the type of opponents you can take on in *Ready 2 Rumble 2*, ranging from the distaff to the just plain weird.



▲ Training is necessary to beating opponents in the later matches; in addition, training is just as fun as boxing.



▲ Since dodging attacks is too random, mashing buttons and moving around is a much more effective defense.

“Midway should’ve made changes to the sequel where *Ready 2 Rumble* really needed it”

## READY 2 RUMBLE 2

### The wackiest boxing game just got wackier

**A**ny game that places Michael Jackson in the ring doing his scream taunt, and then rightly getting socked in the mouth is fascinating, to say the least. *Ready 2 Rumble 2* definitely improves upon the first game in terms of personality, comedy, and extras. However, Midway should’ve made changes to the sequel where *Ready 2 Rumble* really needed it.

The biggest flaw is the somewhat simplistic and sloppy fighting interface. Although the simplicity makes the game pretty easy for anyone to pick up and enjoy, *R2R2* can quickly become boring because of this lack of depth and strategy. Once you discover how random blocking and landing punches becomes, you’ll spend most of your time

backpedaling and mashing buttons.

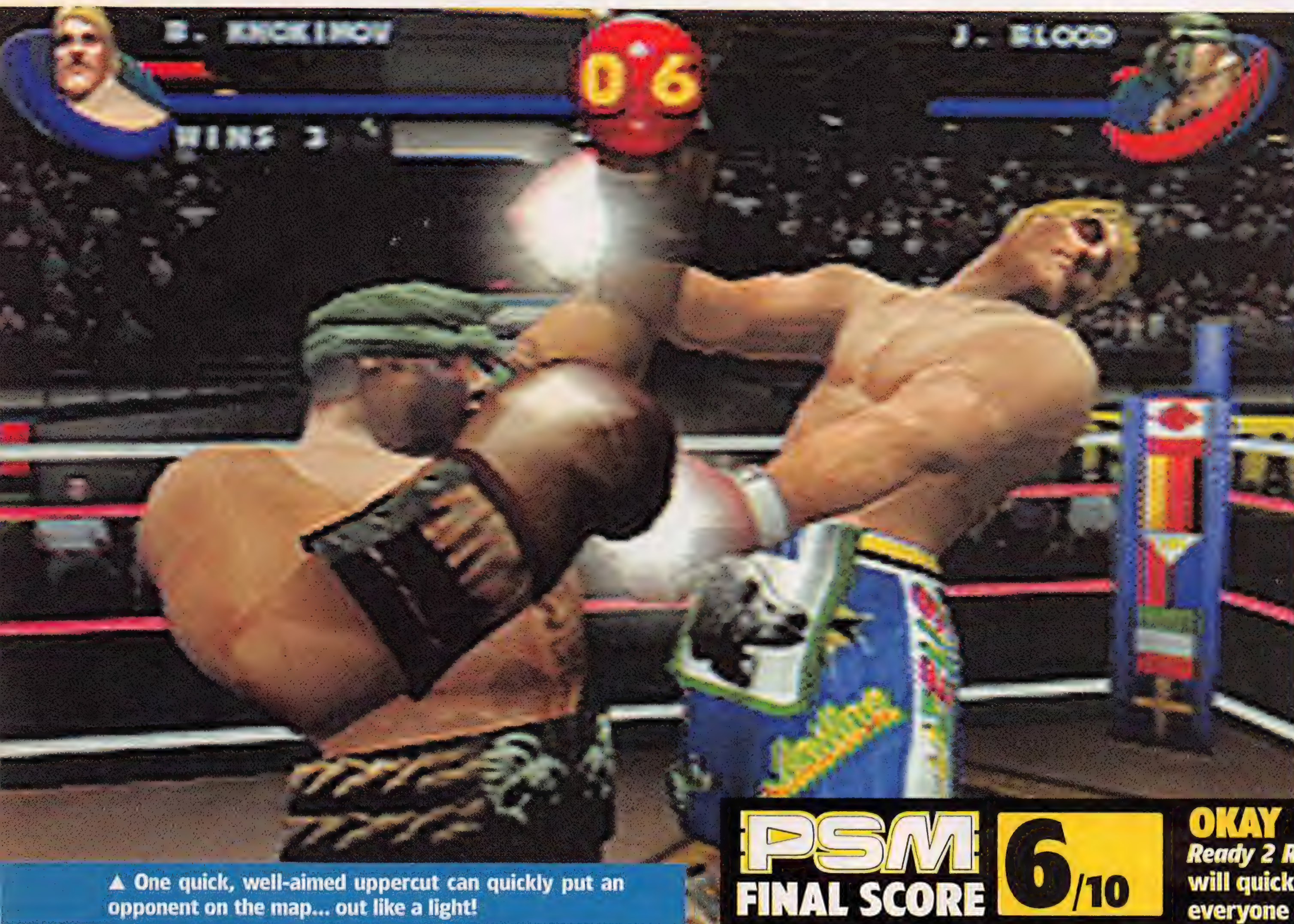
Some other minor flaws include little variation between characters, graphical glitches, somewhat grainy CG sequences, and a boring ring environment.

On the upside, there are tons of hidden characters to find, including Shaq and Michael Jackson. There are tons of different modes to play in; my favorite is the Team Battle Mode, which allows you to choose up to eight characters and pit them against eight others in one on one boxing.

The biggest highlight of *Ready 2 Rumble 2* is the new training system. Once you choose a character in Championship Mode, you can train that character to improve his or her stats. You train your characters by playing a bunch of different mini-games, like Weight Lifting, Rumble Aerobics, Jump Roping, and hitting the Heavy and Sway Bags. Fortunately, all of these games are different from each other; some will have you inputting button commands as in *PaRappa the Rapper*, while others have you rapidly hitting buttons. Although it’s only a minor addition, it breathes more life and variety into the one player game.

Overall, *R2R2* is fun to play (even if only for a short time), and makes for a decent party game. However, if you’re looking for a more in-depth boxing game, try *Mike Tyson Boxing*.

► Tokoya



▲ One quick, well-aimed uppercut can quickly put an opponent on the map... out like a light!

**PSM**  
FINAL SCORE **6/10**

**OKAY**

*Ready 2 Rumble: Round 2* is fun to play for a short time, but it will quickly get boring. If you’ve been looking for a party game everyone can enjoy, you may want to check it out.

### HOW IT STACKS UP

1	► Mike Tyson Boxing	8 out of 10
2	► Ready 2 Rumble 2	6 out of 10
3	► Knockout Kings 2001	5 out of 10
4	► Knockout Kings 2000	4 out of 10
5	► Contender	3 out of 10





## CRASH IS READY FOR BATTLE. ARE YOU?

It's time to separate the men from the scared little boys. Crash and his friends are back in a knock-down-drag-out arena-style rumble. Blow stuff up in a tank, toss TNT and engage in some good old-fashioned hand-to-hand combat. Brawl on a floating iceberg and duke it out in a jungle. Just watch out for the falling anvils. Fight solo or plug in a Multitap and embarrass your friends. Wimps need not apply. Sure, this isn't conventional warfare but, then again, Crash isn't a conventional bandicoot.

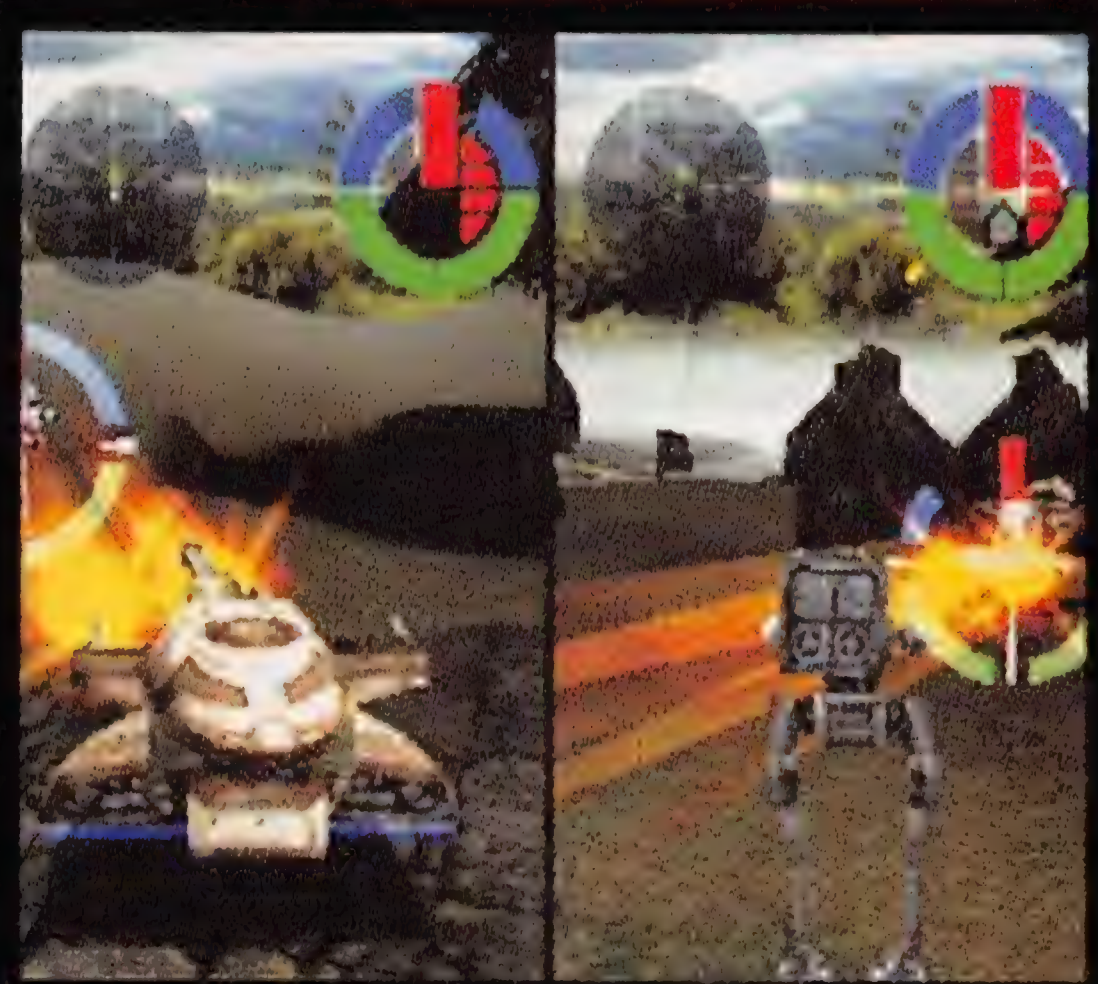


**ONLY THE STRONG SURVIVE.**



A long time ago in a galaxy far, far away..

# TOTAL



Animated Violence







# IT WILL KNOCK THE SHOCKS OFF YOUR PLAYSTATION®2!

## WILD WILD RACING



*Back off, Buddy!*



*This one'll make me famous!*



*Head to head action!*

### SURE YOU CAN MAKE 'EM EAT YOUR DUST... BUT CAN YOU MAKE 'EM TASTE IT?

Sure you can make them eat your dust...but can you make them TASTE it? Wild Wild Racing is a classic arcade-style off road racing game that has been designed to take advantage of the ground-breaking PlayStation®2 computer entertainment system technology. Drivers race through spectacular landscapes and diverse environments, facing unique challenges and extreme stunts. Complex real-time physics, huge tracks and upgradeable cars add to the excitement of single player or head-to-head action in the first off-road racing game to launch with the PlayStation®2.

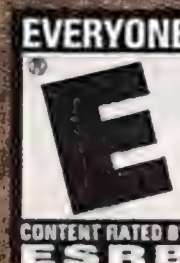


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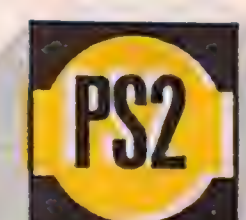
**Rage**



Visit [www.esrb.org](http://www.esrb.org)  
or call 1-800-771-3772  
for more info.

PlayStation®2





TYPE

SNOWBOARDING

PUBLISHER

KONAMI

DEVELOPER

KONAMI

# OF PLAYERS

1-2

# OF DISCS

1 CD

ESRB RATING

EVERYONE

## ESPN X GAMES SNOWBOARDING

**T**he videogame generation is one that was weaned on instant gratification. The idea of the steep learning curve is unappealing. So it comes as no surprise that a realistic sim like *X Games Snowboarding* falls to the wayside when there's *SSX* to be had.

Indeed, *X Games Snowboarding* may be *SSX*'s polar opposite. Meticulously recreated snowboarding physics, myriad licenses, a comprehensive list of pro boarders with humanly-possible trick sets, and courses lifted straight from the X Games prove Konami has done its homework. In trading flash for authenticity, Konami has faithfully recreated everything from loose-fitting jackets billowing in the wind to tracks and mist carved by snowboards. However, this just isn't everyone's bag.

It is exactly the game's realism that will alienate a large cross-section of PS2 gamers. Rudimentary grabs and grinds are simple enough, but true appreciation of this sim

and the linking of high-scoring and rewarding maneuvers come only with painstaking hours of honing one's skills.

This is not to say that Konami doesn't have a handle on what makes snowboarding cool in the first place. For instance, the Snowboarder Mode lets you can create a boarder to your exact specifications and have him pull off big air moves on slopes with sheer cliffs, take helicopters to remote runs, or enter extreme competitions for money. But if you aren't a snowboarding instructor or an X Games fanatic, chances are your loyalties will lie with *SSX*'s razzle-dazzle goodness.

► Tommy Layton

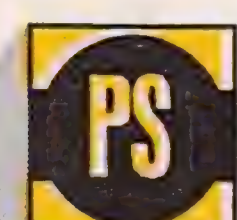


▲ If you prefer your snowboarding games a bit more on the realistic side, then this is definitely the game for you!

**PSM**  
FINAL SCORE **7/10**

**GOOD**

An entirely solid game in its own right, *X Games Snowboarding* promises a fine-tuned simulation. However, it may never escape the shadow of EA's killer, fun-packed app, *SSX*.



TYPE

SNOWBOARDING

PUBLISHER

SONY CEA

DEVELOPER

989 STUDIOS

# OF PLAYERS

1-2

# OF DISCS

1 CD

ESRB RATING

EVERYONE

## COOL BOARDERS 2001

**T**he fifth installment of *Cool Boarders* does little else but rest on the laurels of the long-running franchise. The most apparent change to the formula — the addition of left and right punch buttons epitomized by the *Road Rash* series — is almost insulting to the gamer's intelligence. Beyond that, a lot of bells and whistles fail to offset what can only be considered faulty core gameplay.

Ten professional riders, 20 licensed boards, and 300 motion-captured animations amount to exactly nothing, since the handling is cumbersome to the point of frustration. Chalk this one up to an inexplicable control scheme, but even more to the physics model, which urges you to pull off stunning tricks against a force of gravity that is roughly twice as strong as it is on Earth. The exception is the Pipe mode, which allows you catch two stories of air with little speed and instantaneously accelerate into mind-

boggling loops and spins from a flat stall. The physics and the unlikely animations for crashes and collisions team up to cheat gamers of snowboarding's greatest pleasures.

The courses for the downhill events, while offering multiple completion paths, are often cramped and claustrophobic, and the easy slide into excessive speed means missed rails and ramps, and therefore lost tricks and combos. The Trickmaster mode can often be repetitive to the point of boredom. But on the bright side... the loading times aren't bad.

► Tommy Layton

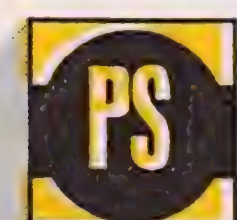


▲ Here comes the fifth in the *Cool Boarders* series, with its unrealistic physics engine and left and right punch buttons.

**PSM**  
FINAL SCORE **4/10**

**LACKING**

With poor core gameplay and uninspired presentation, this installment does its very best to tarnish the name the *Cool Boarders* series has carved for itself over the past five years.



TYPE

SNOWBOARDING

PUBLISHER

THQ

DEVELOPER

RADICAL

# OF PLAYERS

1-2

# OF DISCS

1 CD

ESRB RATING

EVERYONE

## MTV PURE RIDE

**P**oor PlayStation. It never really spawned a truly solid, groundbreaking snowboarder before PS2 and its killer app, *SSX*, came along to redefine the snowboarding genre. And so *MTV Sports: Pure Ride* throws a "hucker" in crashing down at the tail end of the PS life cycle, entering an unenviable tug-of-war with *SSX* for console time this winter. I bet you can guess which will win.

*Pure Ride* is the type of game that could have done for PlayStation what *1080 Snowboarding* did for N64, if it had come a few years earlier. Even for the now-mature PlayStation, the look of *Pure Ride* is still a smidgen short of impressive. While it forfeits some poly pushing and nicer textures, *Pure Ride* makes these concessions to render comparatively massive open-course slopes with a slick framerate, smooth control and comely character animations. Throw in an ample selection of modes with several unlockable maps, a full assembly of real-life riders, a liberal

sense of speed balanced by a solid menu of user-friendly trick-style maneuvers, and the obligatory MTV license with a young-punk soundtrack, and you have a snowboarding game that would really rock... a few years ago.

The truth of the matter is that PlayStation's snowboarding lineage will forever be without a standard-setter like *Tony Hawk* and that's a shame. In the end, *Pure Ride* comes too little, too late. But if you still haven't scored a PS2 and *SSX*, this pick musters the most visceral snowboarding fun of this winter's PS litter.

► Tommy Layton



▲ *Pure Ride* could have been the genre-defining snowboard game for the original PlayStation, but it arrived a bit late.

**PSM**  
FINAL SCORE **6/10**

**OKAY**

With riders and maps to be unlocked by a good selection of tricks and maneuvers making for decent replayability, *Pure Ride* still doesn't make the cut in this year's pack of winter games.



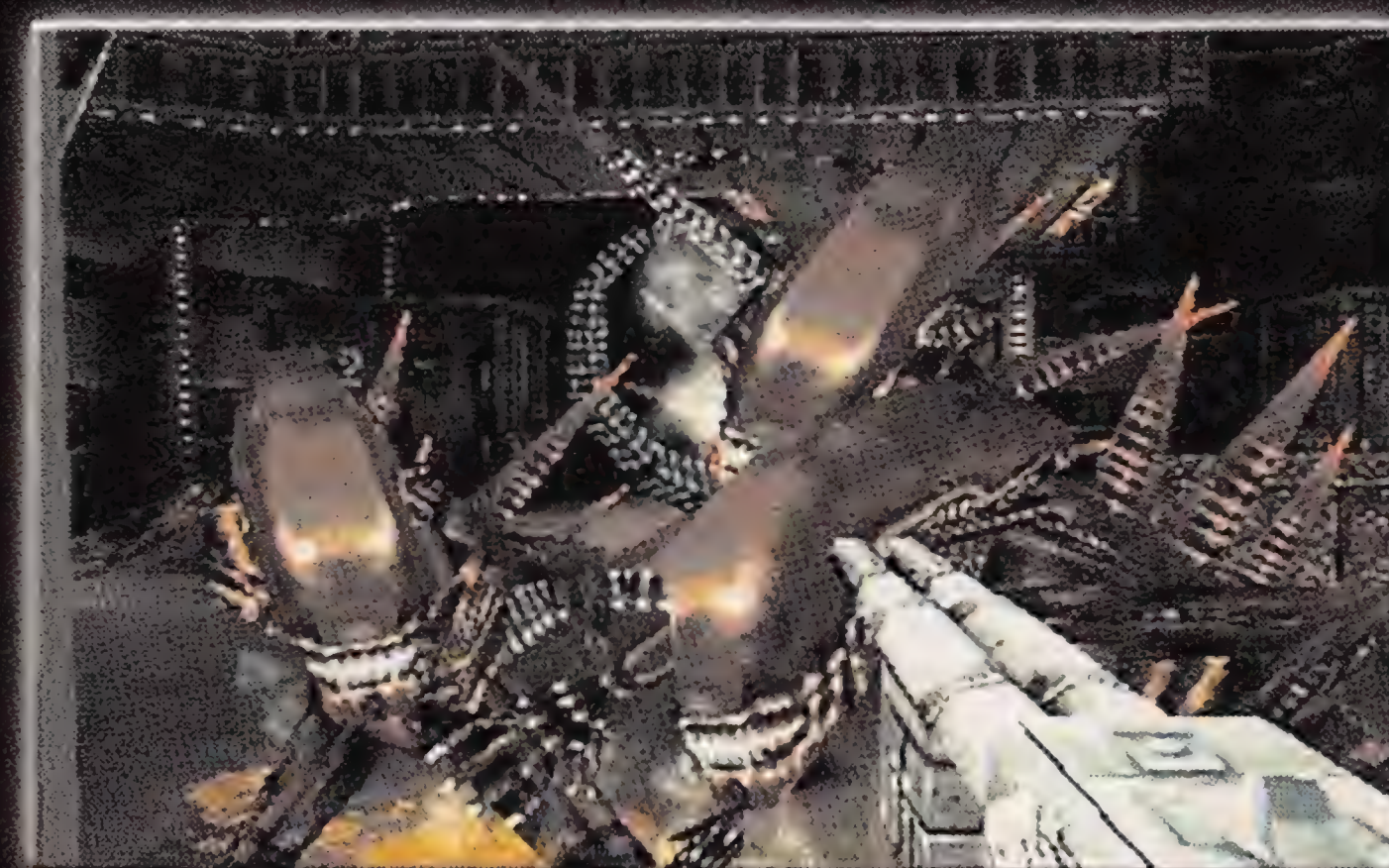
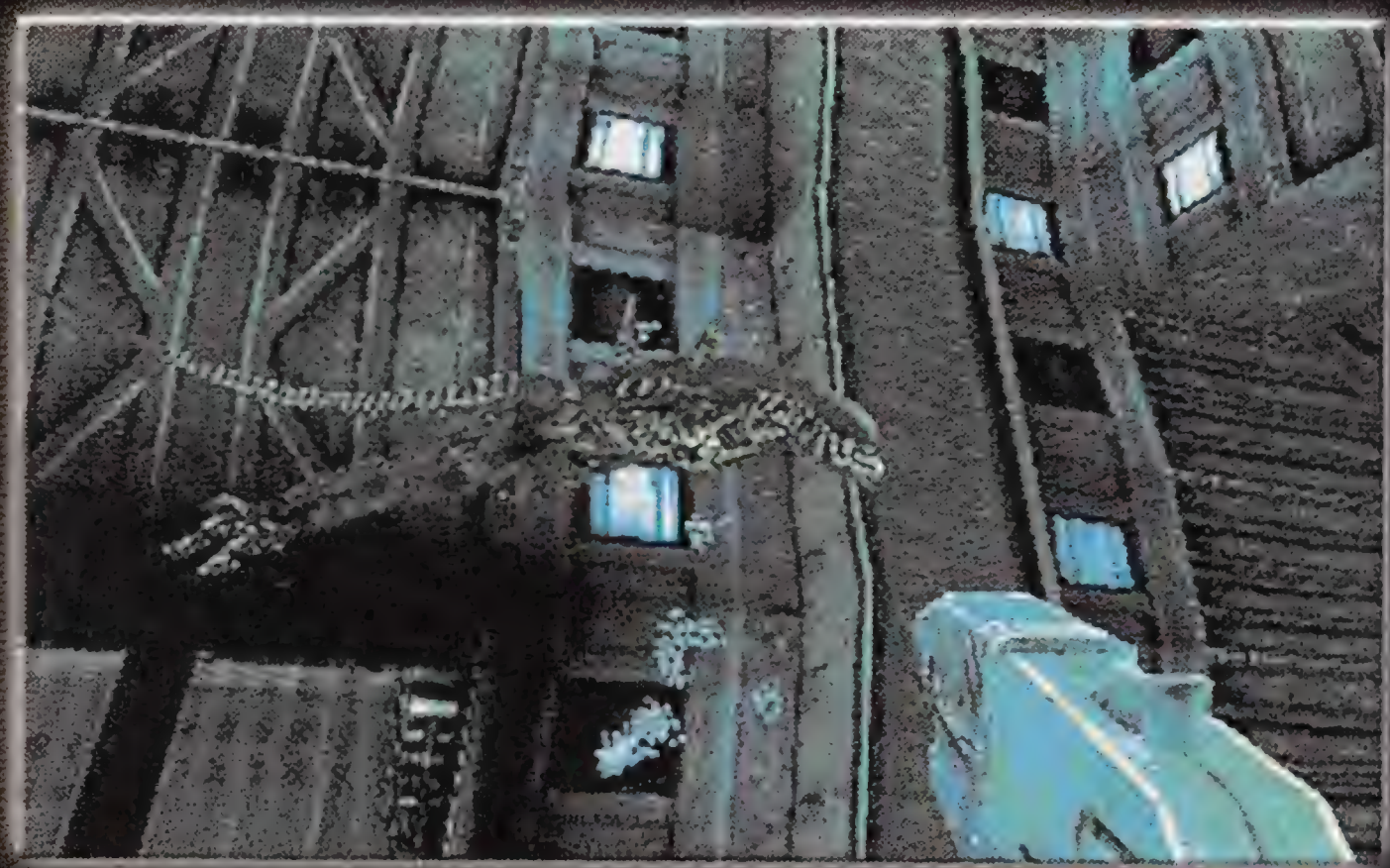
DON'T BE AFRAID OF  
THE DARK.

BE AFRAID OF  
WHAT'S IN IT.

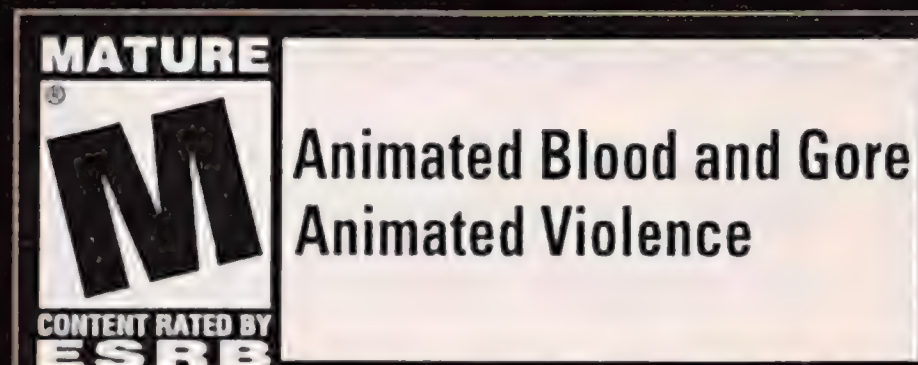
"Alien Resurrection is the most technically  
superb game available on the PlayStation"  
*PSExtreme*

"Compelling gameplay and genuine tension set  
Alien Resurrection above all other FPS games."  
*Gamers Republic*

# ALIEN RESURRECTION™

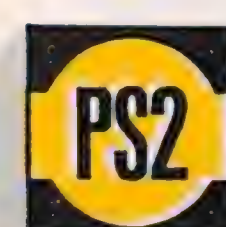


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TYPE  
SHOOTERPUBLISHER  
WORKING DESIGNSDEVELOPER  
GAME ARTS# OF PLAYERS  
1# OF DISCS  
1 CDESRB RATING  
EVERYONE

## SILPHEED

**T**he deity called Treasure — God of 2D gaming, and one of Tokoya's favorite developers of all time — has finally come to PS2, sort of. Although Treasure only provided Game Arts with some assistance in creating this traditional style shooter, nevertheless, whenever I see the Treasure logo come on the screen, I expect a high level of quality. Unfortunately, this new version of *Silpheed* just doesn't deliver.

*Silpheed* lacks most in gameplay. While the action constantly remains intense and exciting — there's always stuff to dodge and shoot — with little presence of slowdown, *Silpheed* is an extremely basic shooter. Other than some cool-looking bosses with interesting attacks, anyone that's played even a couple of shooters won't find anything new. Fortunately, by the time you begin to get bored with it, *Silpheed* is over.

This game is just way too short. I beat it in only a couple

of hours. Perhaps if there was more replay value — hidden levels, secret ships, new weapons, different endings — two hours of gameplay wouldn't be so bad.

The lackluster graphics don't really help, either. Working designs eliminated much of the slowdown prevalent in the Japanese version, but the environments still look kind of plain for a PS2 game.

*Silpheed* manages to capture the excitement and tension of some of the best traditional shooters, even if only for a couple of hours. Hopefully, Treasure's next project will be more worthy to bear its name.

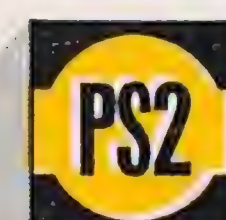
► Tokoya



▲ The wide variety of enemies, like this fire, in *Silpheed* is welcome, but these graphics don't seem to be PS2 quality.

**PSM**  
FINAL SCORE **6/10**

**OKAY**  
*Silpheed* is only mediocre. The stuff present in the game is done well, but the lackluster graphics and basic gameplay suggest that this game lacks ambition. It's at least worth renting...

TYPE  
FLYINGPUBLISHER  
ACTIVISIONDEVELOPER  
SCEI/CROSS# OF PLAYERS  
1# OF DISCS  
1 CDESRB RATING  
EVERYONE

## SKY ODYSSEY

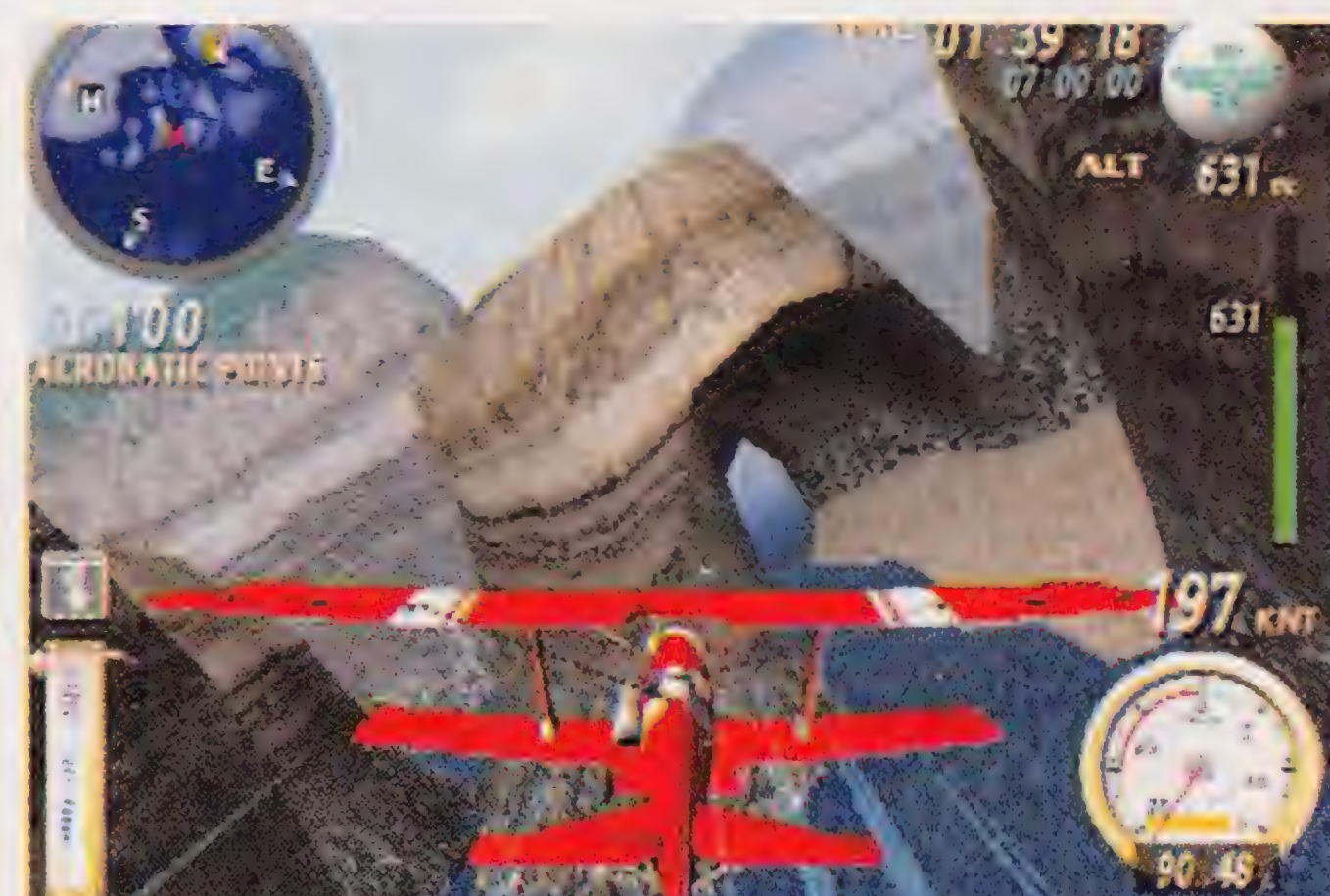
**P**art flight simulator, part arcade game, *Sky Odyssey* might not push the PS2 hardware very much but it does provide a refreshing change of pace from the combat-heavy *Ace Combat* series.

The game is based around a series of adventure missions that range from simple takeoffs and landings to refueling from a speeding train. There are plenty of real piloting skills put to the test, but I'd like to have seen a little more creativeness given the game's more arcade-style approach. The game gets pretty repetitive after the first few missions, with lots of flying through narrow canyons. The emphasis on precision flying and hair-raising acrobatics is solid, though, and the accompanying letter grade-based upgrade system always pushes you to try new maneuvers. Plus, the Sky Target (flying through rings) and Sky Canvas (skywriting) modes add a good amount of lasting value.

Technically, *Sky Odyssey* is good, but certainly not jaw dropping. Most impressive here is its weather system, which produces realistic rain, snow, and wind currents that affect the way your plane flies. The dynamic music score, which changes to suit the action, is also a cool touch. Plus, the whole game runs at a silky smooth frame rate with only the occasional hiccup to be found.

*Sky Odyssey* is very much a "concept game" that will provide plenty of fun for flight sim fans, but not knock their socks off. Most gamers will still want to try before they buy.

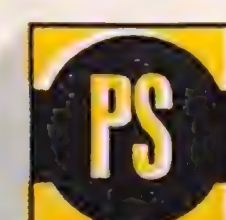
► Randy Nelson



▲ While the game looks a little simplistic, its special effects and realistic weather really show off PS2's potential.

**PSM**  
FINAL SCORE **7/10**

**GOOD**  
It gets a bit repetitive a little quicker than its Nintendo cousin, *Pilot Wings*, but flight sim fans will find this game, and its realistic weather effects, a refreshing change from the norm.

TYPE  
FIGHTINGPUBLISHER  
CRAVEDEVELOPER  
OPUS# OF PLAYERS  
1-2# OF DISCS  
1 CDESRB RATING  
TEEN

## ULTIMATE FIGHTING CHAMPIONSHIP

**A**nyone can see that *UFC* has the potential to be an awesome fighting game; the actual event has tons of violence, a variety of fighters, and a lot of fighting styles and moves. In many ways, *UFC* for the PS delivers in these categories.

However, for anything to translate well into the videogame realm, there are other, more important, elements that are needed. *UFC* first lacks in the gameplay department. One reason for this is the generic playing, and looking, characters. Although there are a wide variety of real *UFC* fighters to choose from, no matter whether you're using a wrestler or a kick boxer, they fight in very similar fashions — throw a few boring punches and kicks, and then roll around on the ground together until someone taps out. This leads me to my next complaint.

Fighting almost always degrades into grappling on the ground. Although this reflects the actual fighting in the

*UFC*, it doesn't work in the game at all; players will spend the entire time randomly smashing the grapple and reverse buttons — boring! Since this situation always occurs, *UFC* is nearly unplayable.

There are some more problems: poor graphics, stiff control, cheesy designs, but *UFC* does have one positive feature: a very open-ended Create A Fighter mode.

Nevertheless, as fun as the Create A Fighter mode can be, it doesn't even come close to solving the major problems with this game.

► Tokoya



▲ If you buy this game, you'll spend most of your time in this position, which requires you to simply mash buttons.

**PSM**  
FINAL SCORE **2/10**

**AWFUL**  
This game really deserves this score. Playing this is more painful than an unexpected kidney punch. Even if you're a hard-core fan of *UFC*, you should stay away this incarnation.



<b>PS</b>	TYPE ACTION/ADVENTURE	PUBLISHER EIDOS	DEVELOPER CORE	# OF PLAYERS 1	# OF DISCS 1 CD	ESRB RATING TEEN
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▲ While exploration is still an important part of *Tomb Raider: Chronicles*, action plays a much bigger role.



▲ You'll find a lot of different gameplay elements in the four different episodes.



▲ In one of the episodes, you'll have to sneak around like Solid Snake and take out the enemy troops quietly.

# TOMB RAIDER: CHRONICLES

## The aging series takes a welcome step back to its original roots

**T**he fifth title in the series, *Tomb Raider Chronicles*, begins shortly after the surprising ending of *Revelations*. Lara Croft has gone missing and is presumed dead. Friends and companions of the young adventurer have come to Croft manor in order to mourn the loss and reminisce. Gathered around the fireplace, they begin to share their memories of Lara, focusing on a few of her most unforgettable adventures.

As far as the series goes, though, *Chronicles* ends up being one of my favorite titles. It shares a lot in common with the last game, but feels a bit more polished. The varied episodes approach was a brilliant idea and keeps the adventure fresh and constantly interesting. Players actually get four adven-

tures to go through, with different play mechanics and focuses in each.

Over the past few games, *Tomb Raider's* camera system has certainly gotten better, but it still has its problems. It's not always so easy seeing what's behind the next corner or what's below you, which can be unfortunate. You'd think with so many years to get it right, Core could have devised the perfect camera that reacts fluidly to any situation. Unfortunately, that's not the case. You still have instances where the camera just doesn't seem to go where you want it to. This is especially noticeable during boss fights and in some of the more enclosed environments. It can get downright annoying.

Puzzles are quite clever and well-designed, but they aren't going to surprise very many *Tomb Raider* veterans. You'll find the standard pull-the-switch, find-the-key and race-the-clock sort of challenges, but there are a few little twists thrown in for good measure. What's great is that solutions to puzzles are always in the immediate area. Also, the overall difficulty of *Chronicles* is well-balanced. Nothing's really too hard or too easy.

Still, this game still doesn't push the series forward at all. There is little innovation and very few compelling features. That's why I can only recommend it to die-hard *Tomb Raider* fans. Those of you who got burnt out after the third game will find nothing here to spark your interest again. That's what the PS2 sequel is for.

► Stephen Frost

### HOW IT STACKS UP

1	► Tomb Raider: Chronicles	7 out of 10
2	► TR: The Last Revelation	7 out of 10
3	► Mega Man Legends 2	7 out of 10
4	► Evergrace	6 out of 10
5	► Orphen: Scion of Sorcery	5 out of 10

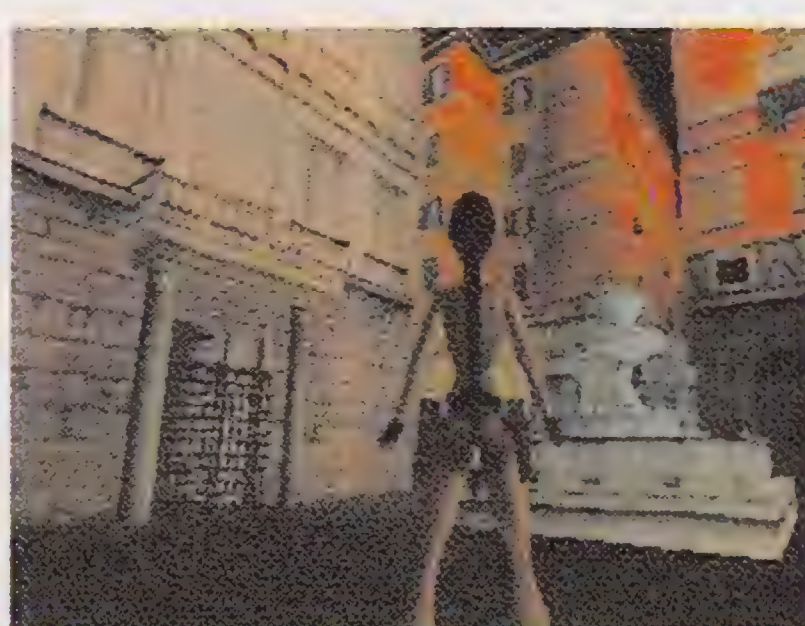
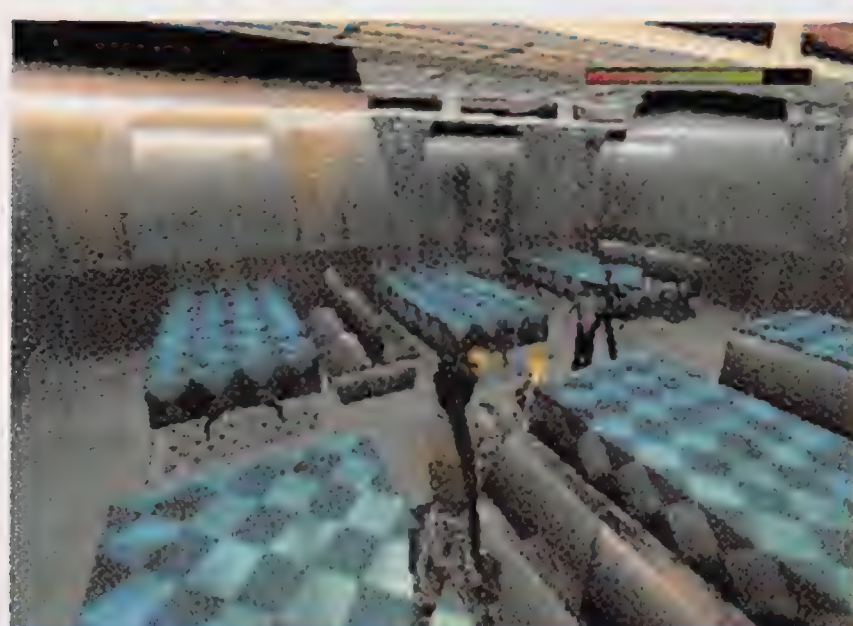
"Those of you who got burnt out after the third game will find nothing here to spark your interest again"

**PSM**  
FINAL SCORE

**7**  
/10

**GOOD**

Definitely one of the better *Tomb Raider* games available, but there's still nothing really new or innovative to grab your attention. Fans of the game will like the way the four separate episodes keep the gameplay fresh.



▲ *Tomb Raider* lovers are going to really enjoy the variety in this adventure, but most other gamers won't find anything that new or different from Lara's previous outings.



PS	TYPE RACING	PUBLISHER CODEMASTERS	DEVELOPER CODEMASTERS	# OF PLAYERS 1-2	# OF DISCS 1 CD	ESRB RATING EVERYONE
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▲ From the cool challenge mode to the between-rally service system to the realistic car damage, this is definitely one very deep racing experience. Only drivers need apply.

# COLIN MCRAE RALLY 2.0

## This is one heck of a rally racing experience

**I**ncredibly realistic control was the hallmark of the original *Colin McRae Rally*, and its sequel doesn't fail to impress in this respect. Whatever surface you're racing on, be it dirt, snow, gravel, or mud, your car handles just as you would expect. The game's handling does feel a bit more floaty than the first, but it's still the most realistic you'll find in a rally racer. The

course designs are amazing and offer plenty of challenge for even the most seasoned rally veteran.

As you'd expect, the game one-ups its predecessor in terms of overall visual quality (especially the gorgeous car models), but, unfortunately, suffers from more pop-in. Thankfully, everything runs at a blistering rate of speed, with lots of realistic damage effects coming into play, but the constant "teleportation" of trees onto the horizon can get a little distracting. Sound-wise, the game proves even better than the first, with superbly recorded engine noises (you can even make out the turbocharger) and loads of subtle effects, such as taillights shattering upon hard impact.

As in the first game, there is absolutely a ton of



▲ One addition over the last game is a full arcade championship mode for racing up to five opponents at once.

### HOW IT STACKS UP

1	▶ Colin McRae Rally	9 out of 10
2	▶ Colin McRae Rally 2.0	8 out of 10
3	▶ Mobil One Rally Championship	8 out of 10
4	▶ Ned For Speed: V-Rally 2	7 out of 10
5	▶ Rally Cross 2	7 out of 10

"Making a worthy sequel to one of the greatest racing games ever can't be easy, but Codemasters succeeds"



▲ From the flying dust behind your car to the incredible control, *Colin McRae Rally 2.0* is a racing realism fan's dream.

**PSM**  
FINAL SCORE **8/10**

**VERY GOOD**  
This sequel takes a step back in some areas, but you won't find a better current rally racer on PSone.

**PSM**  
MUST-BUY



▲ The in-car view is a little less functional than in the last game; the windshield bitmap makes things harder to see.

► Randy Nelson



# ONI

PlayStation®2

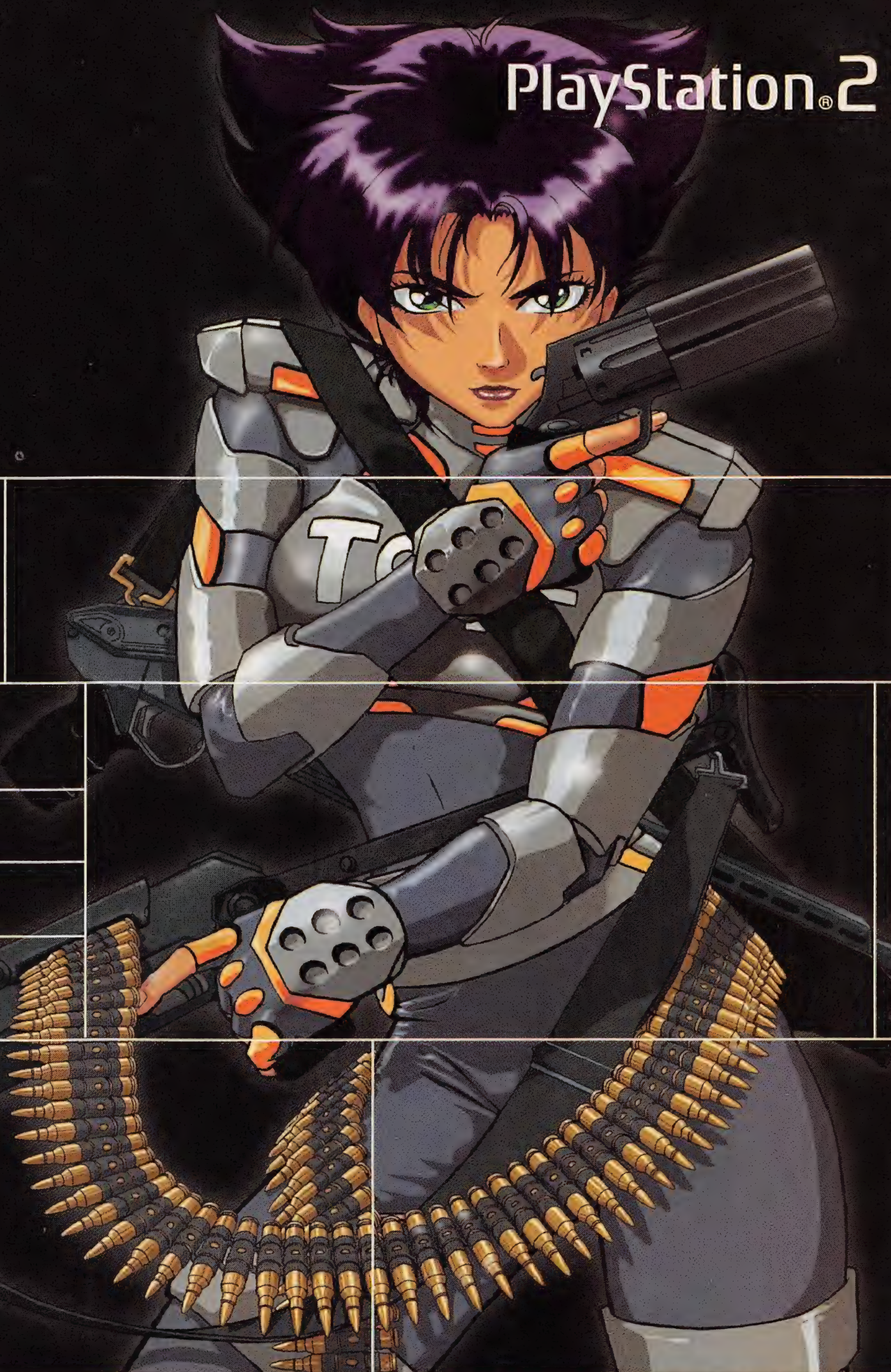
A DARK FUTURE...  
AN UNCERTAIN PAST...  
NO ONE LEFT TO TRUST.

AN INTENSE ACTION THRILLER COMES TO  
LIFE WITH EXCITING ANIME STYLE  
CHARACTERS AND STORYLINE.

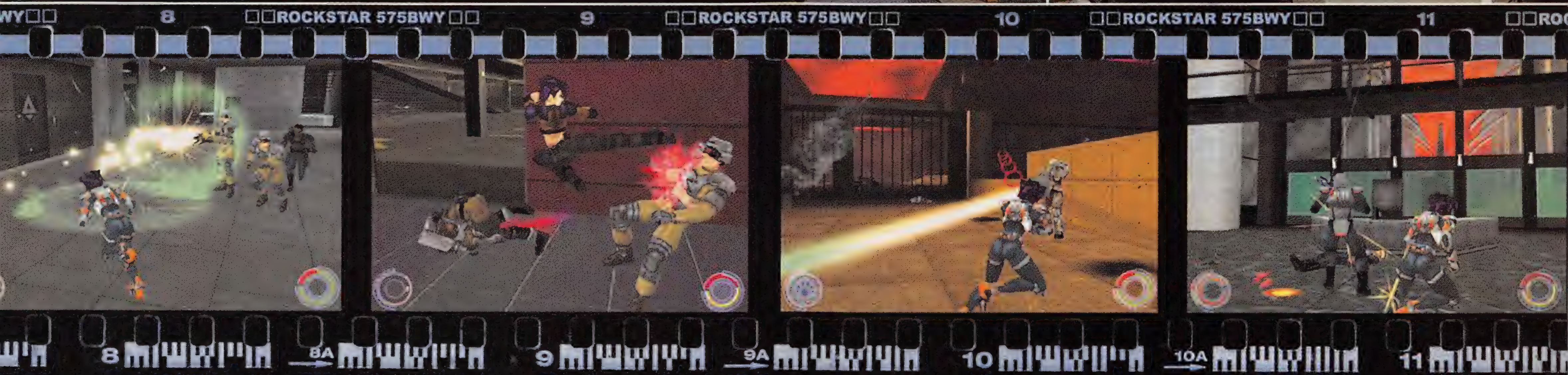
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EASY TO LEARN FIGHTING SYSTEM WITH  
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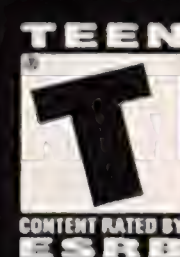
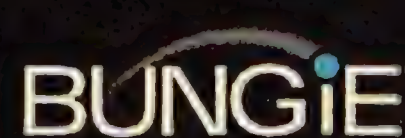
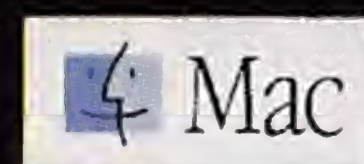
RELEASE DATE: JANUARY 2001  
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COMING SOON: THE ONI COMIC BOOK FROM DARK HORSE COMICS



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Animated Violence





# T.J. Lavin's helpful hints on backyard landscaping.

1. Kill all living plants and lawn
2. Truck in dirt
3. Build huge jumps
4. Watch for signs of stray flowers
5. Kill stray flowers
6. Truck in more dirt
7. Build bigger jumps



1000's of Real BMX Trick Combos



Huge Dirt, Street and Vert levels



Unique Evolutionary Playfield



GAME BOY  
COLOR



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Featured Riders:

T.J. Lavin  
Fuzzy Hall  
Jamie Bestwick  
Colin Winkelmann  
Brian Foster  
Chris Doyle  
Mike Ardelean  
Dave Freimuth  
Chris Duncan  
Matt Beringer

Music By:

Kottonmouth Kings  
P.O.D.  
SR-71  
Ghoul spoon  
Millencollin  
Frenzal Rhomb  
UXB  
187  
Hotwire  
Unwritten Law

2000 Gravity Games Gold Medallist  
2 Time X-Games Champion  
2 Time King of Dirt

T.J. Lavin's actual backyard



www.thq.com



T.J. LAVIN'S

ULTIMATE

BMX







TYPE

SIMULATION

PUBLISHER

NATSUME

DEVELOPER

VICTOR

# OF PLAYERS

1

# OF DISCS

1 CD

ESRB RATING

EVERYONE

## HARVEST MOON: BACK TO NATURE

**W**ho would've ever conceived of the idea of putting two distinctly different activities, farming and gaming, together into one game? Natsume did, and the surprising thing about it is that *Harvest Moon: Back to Nature*, a game that's part simulation, part pseudo-adventure, and a bit RPG, is incredibly engrossing, for the right kind of player. A runaway hit in its homeland of Japan, the *Harvest Moon* series has always banked on appealing to more adventurous gamers willing to put in the time and effort in order to discover a unique blend of gameplay that can only be found in the sim genre.

Like any good sim, *Harvest Moon* hoards a lot of complex gameplay and resource management that will keep even the most dedicated gamer busy for weeks on end. One of the central elements of the game actually forces you to socialize with the locals while getting to know any of the several lovely ladies in town. Depending on how

you handle yourself throughout countless encounters with the townspeople, you'll have more success or less success in your goal of repairing and running your farm.

The overall result is one addictive game that immerses you in a world filled with schedules and chicken feed. Gamers with low tolerance for time-intensive or repetitive tasks, will definitely want to look elsewhere. But for those who were drawn in by the sim elements of games like Tecmo's *Monster Rancher*, you'll be able to overlook some of the seemingly mundane and tedious tasks to unearth the gem that lurks within *Harvest Moon: Back to Nature*.

► Francesca Reyes



▲ With a little time and a bit of persistence, you'll find yourself tending a mean crop in no time in *Harvest Moon*.

**PSM**  
FINAL SCORE **7/10**

**GOOD**

While not exactly the game of choice for survival horror fans or first person shooter fiends, this is one series that is guaranteed to keep on giving if you're a sucker for sims or niche titles.



TYPE

SPORTS

PUBLISHER

EA SPORTS

DEVELOPER

EA CANADA

# OF PLAYERS

1-8

# OF DISCS

1 CD

ESRB RATING

EVERYONE

## NBA LIVE 2001

**E**ven though EA Sports has been working on basketball videogames for over half a decade, the company has yet to do for this sport for what it has been able to do for other professional sports, like football and hockey. And with the company's seventh offering in its heralded *Live* series, it has once again come up short in fully capturing the true essence of the sport of basketball.

With that said, *Live 2001* still stands as the best game yet released in the company's *NBA* series, even if it's only a minor upgrade over last year's version, and is unquestionably the best videogame hoops title on PlayStation.

The only significant trimmings consist of the addition of the NBA Challenges, which rewards players for obtaining certain goals much like the Madden Challenge feature in EA's football game, an improved inside game, and the typical updated rosters. And *Live 2001* is crammed with

every single play mode and option imaginable, including the highly enjoyable Michael Jordan 1-on-1 mode.

Unfortunately, the game fails to fix some years-old problem: the computer AI will often pass up open lanes to the hoop, CPU-controlled teammates rarely move intelligently without the ball, there's too many blocked-shots and slam dunks, and the speed burst is a bit too friendly.

Even with all the little problems, you're not going to find a better playing basketball game on PlayStation.

► David Zdyrko



▲ Getting your head stuck in the net during a slam dunk isn't one of the years-old problems facing this game.

**PSM**  
FINAL SCORE **7/10**

**GOOD**

Despite the problems that have plagued the series for years, *NBA Live 2001* still manages to deliver the best hoops experience on the PlayStation. This is the one basketball game to get this year.



TYPE

SPORTS

PUBLISHER

SONY CEA

DEVELOPER

989 STUDIOS

# OF PLAYERS

1-8

# OF DISCS

1 CD

ESRB RATING

EVERYONE

## NBA SHOOTOUT 2001

**9** 89 Sports hasn't had too many things go its way with regard to its *NBA* basketball series, as previous versions of the game have seen considerable delays and in one case a complete cancellation. And while the company has managed to be timely with the release of *NBA ShootOut 2001*, it's not necessarily a good thing for the series, as the game seems almost completely unchanged from last year's version.

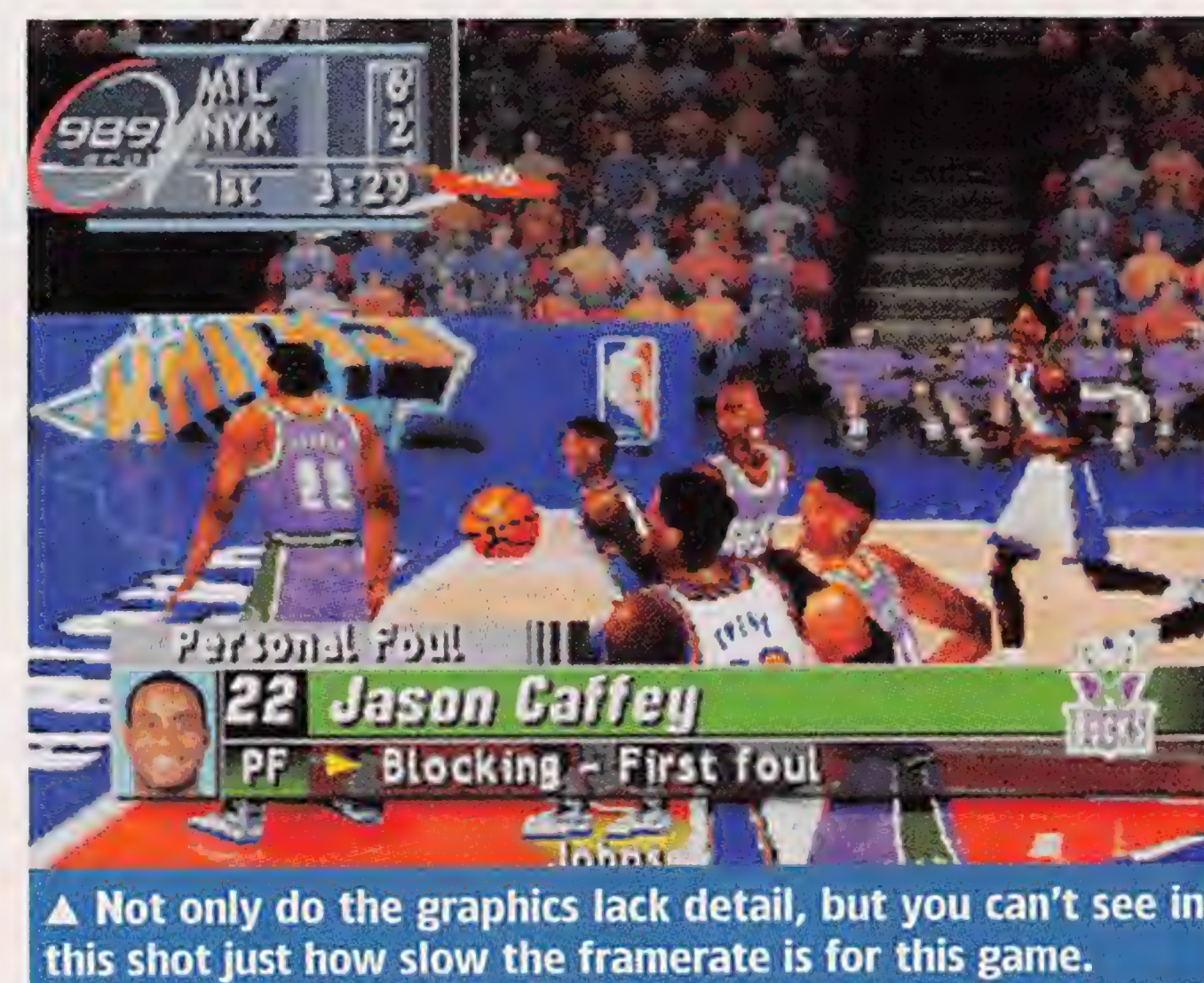
The game looks and plays pretty much the same, but unlike *Live 2001*, which also only saw very minor improvements, *ShootOut* really needed to see some major enhancements to become a worthwhile title. The graphics lack detail and while the framerate is decent enough, it's clear that the game's speed came at the expense of having horrid transition animation between players' movements.

What's more, the game suffers from way too many AI problems that come in the form of computer-controlled

teammates that stand around too much, don't cover the lanes and aren't aggressive with going for loose balls. While the game has some seemingly good player control features, each seem to bring up additional problems. For instance, the Touch Shooting meter ends up making hitting jump shots way too easy once you get your timing down.

To make things worse, the game also suffers from an excessive amount of dunks, steals, fouls and blocked shots. The game simply lacks balance, doesn't seem polished and just isn't in the same league as its competition from EA Sports.

► David Zdyrko



▲ Not only do the graphics lack detail, but you can't see in this shot just how slow the framerate is for this game.

**PSM**  
FINAL SCORE **4/10**

**LACKING**

Once again, 989 Studios shows that it has much to learn in the realm of basketball videogames. This is one of their worst efforts so far. Let's hope the PS2 incarnation is a whole lot better than this sorry effort.



# moto Racer™ WORLD TOUR



## Ride. Race. And Fly.

Get big air and pull off sick stunts as you go for the checkered flag. Complete with real bike physics and real race strategies, you can test your riding skills in all the different disciplines of motorcycle racing. From supercross to motocross, from freestyle to traffic, Moto Racer World Tour's simulation of the bike's handling makes for the most realistic riding experience. Take turns just right, and it's like peanut butter to the roof of your mouth. Pull up lame, and the only trophy you're going home with is a bad case of road rash.

All The Real Tricks. All The Real Tracks. And All The Real Wrecks.

Rev up the throttle and tear it up on 18 of the world's most famous circuits, including Suzuka, the Stade de France, and Britain's Isle of Man.

Choose and even customize any of the 34 different motorcycles available. Fitted with independent front and rear suspension for the truest riding sensation, you'll get a real feel for the track, especially when you meet it face first.

You have total control of the bike, even when it's airborne, so you can pull off all the nasty tricks, from can-cans to superman. And TV quality replays of the race will prove who's tame and who's insane. Once you get it in gear, compete in different championship seasons, and you'll open up new hidden levels if you win.

With such careful attention to detail, falls and collisions are painfully accurate. It's so life-like, you can practically taste the mud.

So Real,  
It Almost  
Hurts.

# HANG ON FOR DEAR LIFE.



IN STORES NOVEMBER 2000



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PS	TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	# OF DISCS	ESRB RATING
	ACTION					
		3DO	3DO	1-2	1 CD	TEEN

# ARMY MEN: SARGE'S HEROES 2

**S**ince the creation of the *Army Men* series, 3DO has flooded the market with as many titles on as many platforms as possible. And while this makes good with die-hard *Army Men* fans, the torrid development pace often takes its toll on the depth and playability of the games. Since some turn out to be shallow, one-night stands, gamers have repeatedly made *Army Men* games top ten rentals rather than best-sellers.

Aside from some AI tweaks and the extension of the Green vs. Tan storyline, *Sarge's Heroes 2* barely escapes being a cookie-cutter replica churned out by 3DO's plastic game-making machine. It hasn't improved on the marginal graphics or resolved many of the control issues that plagued the original. Particularly evident in this game are deficiencies in the mechanics that make or break a shooter. The target lock-on system is inconsistent and undependable. Making a 180-degree turn (by simultaneously tapping

the L2 and R2 shoulder buttons) is disorienting. And most importantly, the camera, which usually maintains a slightly elevated view safely behind the character, zooms and elevates spastically in tight spaces, changing and obstructing the view erratically. The camera often makes strafing and circle-strafing, the most effective shooter techniques, highly confusing.

That said, *Sarge's Heroes 2* achieves a nice balance of defend, rescue, destroy and platform/puzzle missions, and it equips you with a huge arsenal to complete them. We just don't think it's worth your hard-earned money.

► Tommy Layton



▲ It's too bad that the camera makes it hard to strafe. Seems like that would be really helpful right now...

PSM  
FINAL SCORE

5/10

**SO-SO**  
While the idea for *Army Men* is still cool, problems with the presentation, especially the camera, and short game time might sway gamers from making this one a keeper.

PS	TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	# OF DISCS	ESRB RATING
	FIGHTING					
		BANDAI	BANDAI	1-2	1 CD	TEEN

# GUNDAM BATTLE ASSAULT

**S**ince *Gundam* is one of the best anime series ever, it's unfortunate that this game isn't very good. In fact, except for colorful graphics and decent animation, everything is executed poorly.

The first thing that turns me off is the ultra-slow movement of the mechs; they're so slow that it almost seems as if you're playing in slow motion. Besides making the game frustrating and boring, this speed issue causes problems with the controls.

Mainly, the controls are stiff and sluggish. Performing the *Street Fighter*-style super and special moves is a real chore. Each mech can perform a number of combos, but again, since moves are difficult to do, you'll rarely be able to execute the combo that you want.

Finally, and most importantly, there are many cheap elements in the fighting system (some of which are even

cheaper than a throw in *Street Fighter II*). For example: often, while I was in the middle of performing a combo, the computer opponent was easily able to retaliate with a special move which makes even attempting combos a waste of time. Also, the mechs are way too unbalanced; some are simply leaps and bounds stronger than others.

*Battle Assault* may look nice, but don't be fooled. Unless you're a super hardcore fan of *Gundam*, it would probably be wise to pass this one up.



▲ The only combo (and it isn't even really a combo) I could do consistently was to fire my machine gun multiple times.

► Tokoya

PSM  
FINAL SCORE

4/10

**LACKING**  
There are few redeeming qualities about this game. It looks nice, and features mechs from the TV series, but it plays poorly. Even hardcore *Gundam* fans may want to rent this before buying.

PS	TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	# OF DISCS	ESRB RATING
	ACTION					
		3DO	3DO	1-2	1 CD	TEEN

# ARMY MEN: AIR ATTACK 2

**O**ut of every *Army Men* game, I actually like the theme and style of *Air Attack 2* the most; it reminds me of awesome helicopter action games such as *Jungle Strike* and *Desert Strike* for the Genesis.

And, indeed, the fun factor at the start of *Air Attack 2* is fairly high. You'll fly around blasting enemies with three different types of weapons — a machine gun, a missile launcher, and a super weapon; plus, you now have a grappling hook that allows you to pick up and carry various items. Usually, you use this device as a weapon to launch items at enemies, or to make pick-ups for your team.

Despite the larger variety of attack methods and objectives, the gameplay often degrades into a mindless blast-a-thon. Generic enemies, generic environments, boring puzzles, and cheap enemy attacks are the main reasons for this. If each enemy had unique attacks which caused you to deal with them in a unique fashion, this would at least

keep things lively and interesting.

Unfortunately, there isn't much else going for *Air Attack 2*. The graphics and sound are average, at best; the story is extremely generic and almost always silly; and the controls, while responsive, could have been tweaked more.

Additions like the grappling hook are step in the right direction to provide something new. However, in the end, it is not enough. There are just too many problems with balance and variety to make *Air Attack 2* anything more than mediocre.



▲ The action can get quite chaotic, which makes it tough to dodge attacks. This is a problem in any action game.

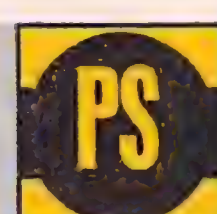
► Tokoya

PSM  
FINAL SCORE

5/10

**SO-SO**  
Even with the addition of the grappling hook, *Air Attack 2* isn't the greatest game out there, but if you've never played it before, or you're a fan of the series, you may want to give it a rent.



TYPE  
RACINGPUBLISHER  
INFOGRAMESDEVELOPER  
DELPHINE SOFTWARE# OF PLAYERS  
1-2# OF DISCS  
1 CDESRB RATING  
EVERYONE

## MOTO RACER WORLD TOUR

**T**he latest PlayStation version of Infogrames' *Moto Racer* series takes the wannabe bike racer on a whirlwind tour of countries and events ranging from outdoor bog-hopping in the good old United States to the high speed, adrenaline-soaked road courses of the far East. Also included are time trial modes, two vicious trials events, indoor super cross, drag bike racing, and... well, you get the picture. Just about anything you can do on a bike is in this game.

The graphics are passable, even beautiful in some cases (check out the reflections in your windshield when racing road courses in the first person view — very accurate, very cool), with very little pop-in. The sound effects are pretty accurate, except for the sounds of the high speed road racers, which no game has really effectively captured. Where *Moto Racer World Tour* really shines, though, is in its control.

When you're racing on the dirt, you'll swear that you can feel the rear of the bike breaking free on the corners. You'll have to learn the crossover (steering to the left to turn right) in order to stay on the track. On the street, only swift weight shifts will get you unscratched through the tight turns. Get off the asphalt and you'll feel the sickening slide that comes with loss of control. And don't forget the trials action — one false move and you're toast!

Even in this time of the PS2, *MRWT* manages to impress with its physics, occasionally dazzle with its graphics, and entertain with its fun. Give this one a ride!

► Bill Donohue



▲ This bike park offers tons of big air and slippery crossover action. You'll really believe you're in the dirt!

**PSM**  
FINAL SCORE **8/10**

**VERY GOOD**

Aside from some minor audio-visual mistakes, *Moto Racer* is a well-balanced, nicely realistic, and hugely fun game.

**PSM**  
MUST-BUY

TYPE  
RACINGPUBLISHER  
EA SPORTSDEVELOPER  
EA SPORTS# OF PLAYERS  
1-2# OF DISCS  
1 CDESRB RATING  
EVERYONE

## NASCAR 2001

**W**hen we covered *NASCAR 2001* for the PSone (#39, November), we were impressed on how smooth the game was, how nice it looked, and how well it played. In fact, we gave it an 8. So now it's two months later, *NASCAR 2001* has come out for the PS2, and all we can think of to say is, "Holy \$#^! What the #%& happened?"

Gone are the quick framerate, the smooth graphics, that nice, tight control. In fact, if it weren't for some particle effects in this game, you'd swear it was a PSone game, and not a very attractive one at that.

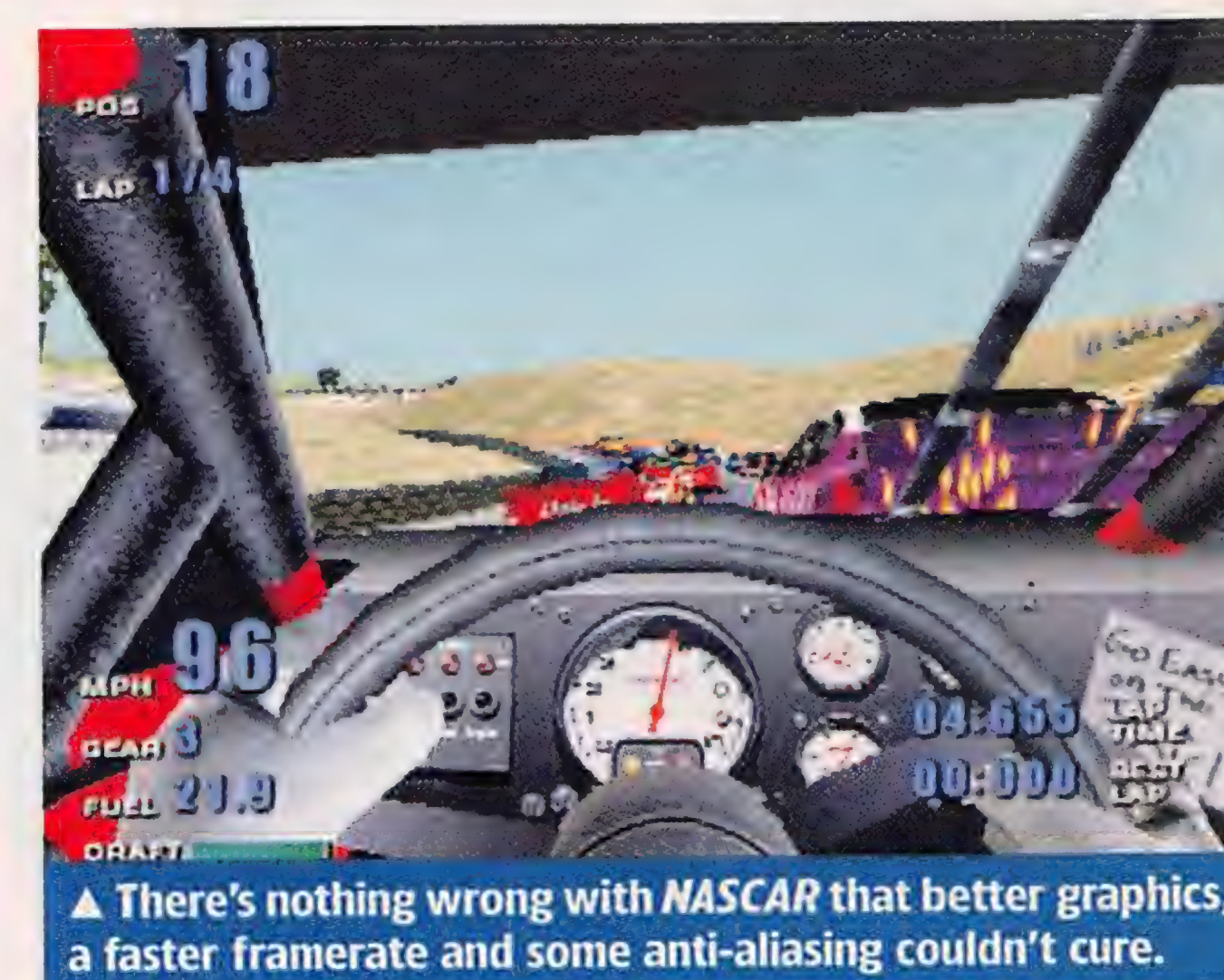
The framerate often drops to subpar levels, resulting in a jerky, uneven ride. This problem only gets worse as you go from empty practice laps to full-on race days. The graphics are full of jaggies, even when running in practice mode in an empty stadium. And forget about the cockpit view. That's where the jaggies really become apparent! This

game is just plain, downright ugly.

The control isn't as tight as in the PSone version, either. In fact, in one race, my car strangely drifted to the right all by itself, which wouldn't have been too bad if all the turns hadn't been to the left! Towards the end, I had more fun doing doughnuts on the infield than trying to catch up with them good ol' boys.

If you love NASCAR racing, get this game for the PSone. It's quite good. Leave this version parked back on pit road.

► Bill Donohue



▲ There's nothing wrong with *NASCAR* that better graphics, a faster framerate and some anti-aliasing couldn't cure.

**PSM**  
FINAL SCORE **4/10**

**LACKING**

If you feel that you must turn left incessantly, I'd advise you to get the PSone version of *NASCAR 2001*. The graphics are a lot sharper, the framerate is quicker and the game runs smoother than this PS2 version does.

TYPE  
ACTION/RPGPUBLISHER  
ENIXDEVELOPER  
CHUN SOFT# OF PLAYERS  
1# OF DISCS  
1 CDESRB RATING  
EVERYONE

## TORNEKO: THE LAST HOPE

**I**nitially, I was a bit confused as to how I should review this game. On the one hand, it has a simple story, an extremely basic interface, and childish-looking characters, which suggests that it's a game for children. On the other hand, *Torneko* is difficult; in almost every dungeon, I died many times, which indicates that it's an adult game. In the end, I could only come to one conclusion: *Torneko* is a bad game with poor design and planning.

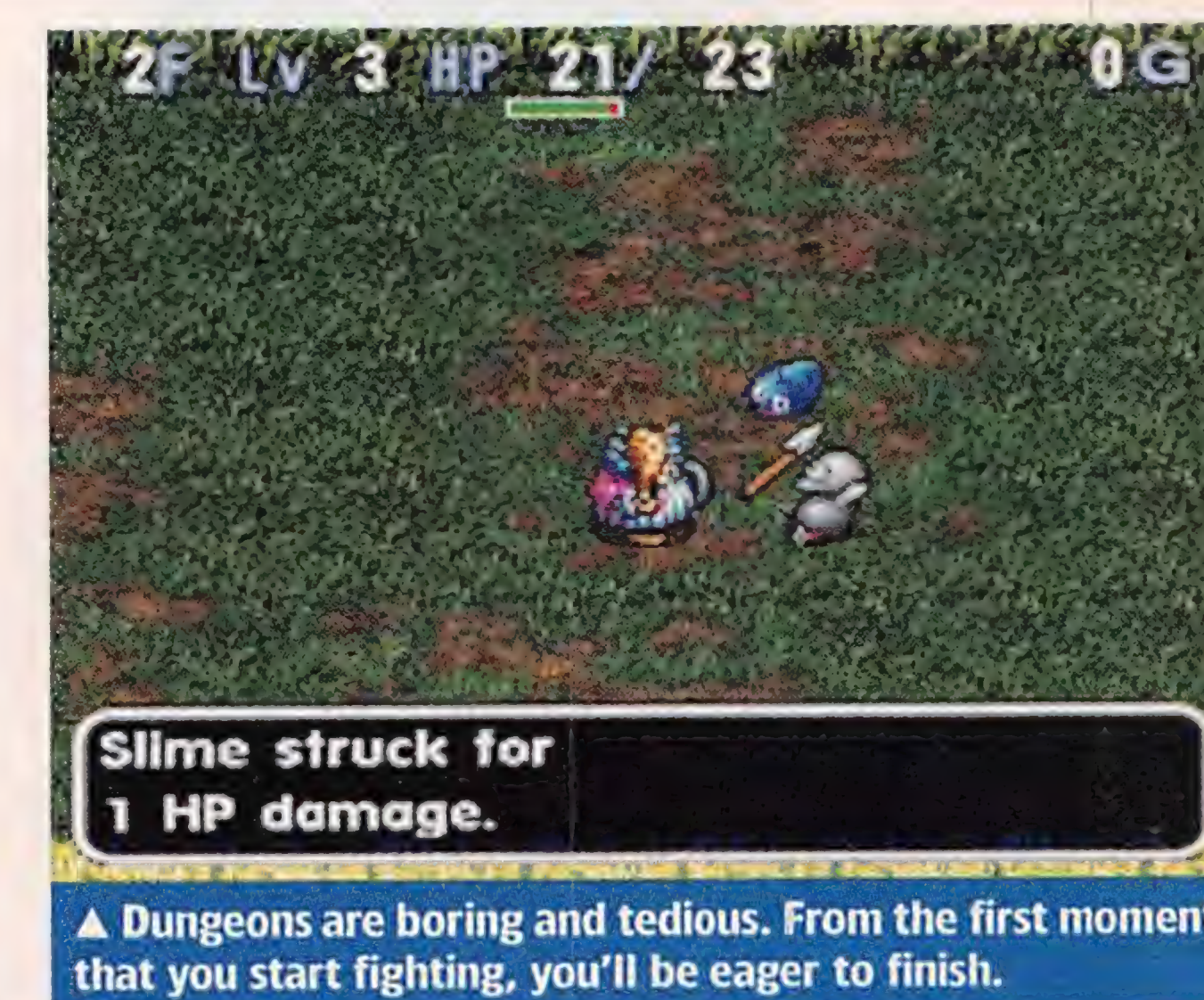
*Torneko* suffers from randomly generated enemies, items, and weapons. This means that sometimes you'll enter dungeons with absolutely no items and tons of enemies, in which case you'll be screwed; other times, you'll find absolutely everything you need to complete the level. Of course, this problem would be resolved if your stats weren't reset at the beginning of every dungeon. Ultimately, getting through dungeons involves no skill, just luck.

The story is another of the game's problems. Monsters mysteriously begin appearing and you must discover the reason; this involves killing monsters and completing tasks for your fellow citizens. The fact that the main character, Torneko, is a fat, middle-aged father doesn't help, either.

Finally, the graphics are the worst! Besides sporting low-res sprites with generic looking environments, each character only has a couple frames of animation.

There are many more problems with this game, but I think I've covered enough to convincingly express to you that *Torneko* should be avoided.

► Tokoya



Silme struck for 1 HP damage.

▲ Dungeons are boring and tedious. From the first moment that you start fighting, you'll be eager to finish.

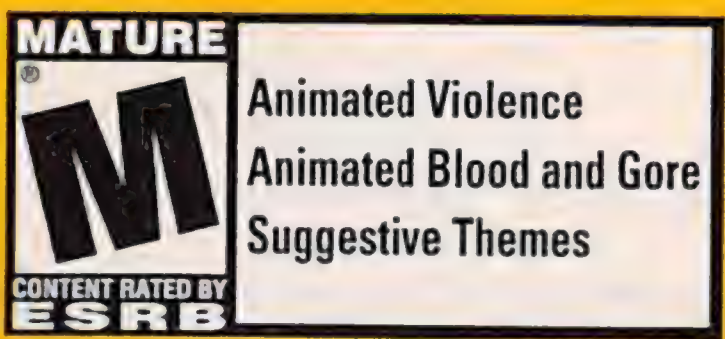
**PSM**  
FINAL SCORE **1/10**

**WHY?**

As much as I would like to see Enix make a comeback, it will have problems proving itself to gamers with *Torneko*. Don't even bother renting this one. In fact, we recommend that you stay as far away from this game as possible.



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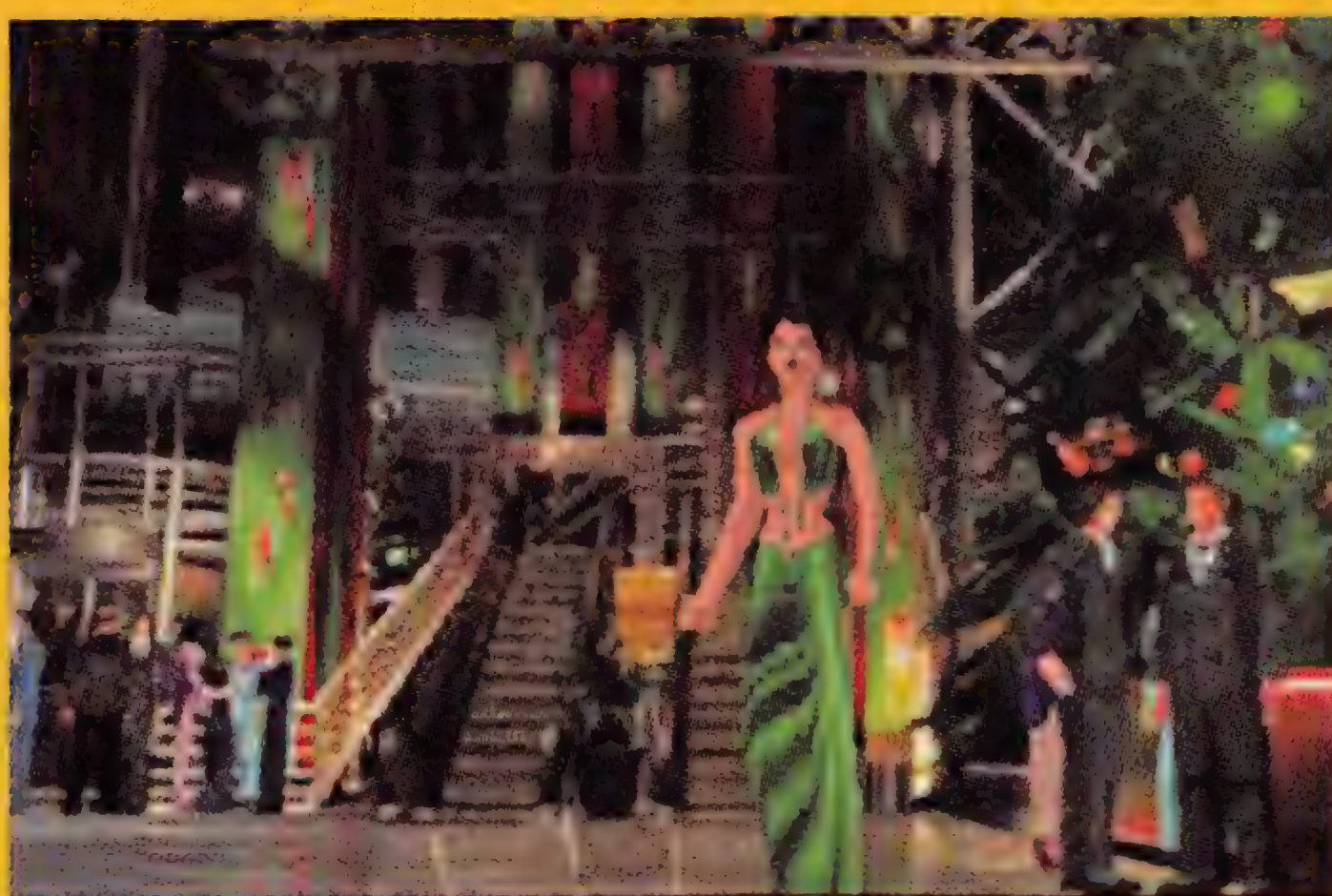




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# PlayStation Preview

**T**he new year is finally here, and it could very well be the best year ever for videogames! With hundreds of incredible new PlayStation 2 titles in development, new next-generation systems from Nintendo and Microsoft on the way, and Sega continuing to pave the way for consoles online, there won't be any shortage of topics to talk about, that's for sure.

To find out where the industry might go this year, we sent out questions to all of the top PlayStation publishers and developers. They had some very interesting things to say, so let's get this feature started already!

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ADAMS  
11-9-2K  
LIQUID!

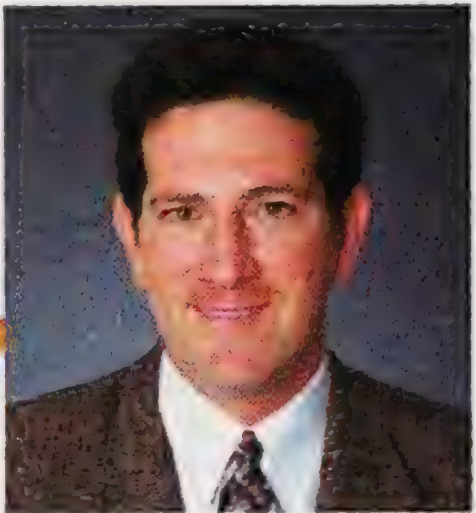


# 2001

## Our Panel of Industry Experts

These guys represent the majority of the biggest PlayStation and PS2 game developers. Who would know better than these guys what will happen in the year ahead? They are (listed in alphabetical order by company):

**Activision:**  
**Larry Goldberg**  
Executive VP,  
Worldwide Studios



**Capcom:**  
**Bill Gardner**  
President of  
Capcom  
Entertainment



**Eidos:**  
**Rob Dyer**  
President,  
Eidos Interactive



**Konami:**  
**Chris Mike**  
VP of Marketing,  
Konami America



**Namco:**  
**Mike Fischer**  
Director of  
Marketing



**Sony CEA:**  
**Shuhei Yoshida**  
VP of First Party  
Development



### 1. What does Sony have to do to keep the PlayStation 2 going strong into 2001?

**ACTIVISION:** Sony needs to make enough units of the PS2 available to consumers in order to meet the strong initial demand for the product. It also needs to provide significant support to third party publishers and independent developers in order to make sure that games fully take advantage of the new system.

**CAPCOM:** In the short term, Sony needs to focus on producing enough units to keep up with consumer demand. The more of an installed base they can garner soon after the launch of the system, the more successful they will be to establish the PS2 as the leading platform. Sony also needs to work with third party publishers to ensure that they are

producing A+ titles and offer them as much support as possible. Sony has a year to dominate the market before the next wave of new hardware enters the arena. This will be an incredibly important year in which Sony's marketing, game development and third party relations must all be in synch.

**EIDOS:** Ship a lot more hardware...

**KONAMI:** Hardware, hardware, hardware. The software is there, the consumer demand is there. Sony simply needs to meet their 100,000 units/week plan and the momentum will continue.

**NAMCO:** No game maker has kept the #1 market share for two console systems in a row, but it looks like Sony will be the first to beat this "Sophomore Jinx." Sony understands that it has to keep its focus on games — not movies, e-commerce, or anything else. They know that the PlayStation 2 will only succeed as a multimedia internet appliance for as long as it continues to be the best gaming platform around.

**SONY CEA:** A steady supply of great games in a variety of genres. Especially software that is only possible on PlayStation 2, not just games with the same game-play mechanics and improved graphics.

### 2. How much longer does the PSone have left, and how strong will it be throughout 2001?

**ACTIVISION:** The PSone should remain strong throughout 2001, given the large existing installed base for the platform and the newly designed machine. It is for this reason that Activision expects to continue to support the system throughout next year with the release of several new sequels to its best PSone products.

**CAPCOM:** Historically, if you look at consoles with a large installed base such as the Genesis or Super Nintendo, those consoles stick around for a long time. There are over 25 million PSone consoles in American consumers' homes. This number will not quickly go away and once the hype dies down a bit from the PlayStation 2 launch, I think you

will see a surge in PSone software sales. Games like *Dino Crisis 2* show consumers that there is still some power to push out of the original PlayStation and excellent games can still be made. There is also a price point issue regarding the consumers pricing expectations for PSone titles, much as the same dynamic applied with Super NES and Genesis. In the coming year you will see a lot of publishers focus their efforts on PlayStation 2, but the smart developers won't forget about the large installed base of the PSone or the backwards compatibility of the PS2.

**EIDOS:** This Christmas and possibly into early 2001. They need to have some key franchises and licenses (as is occurring this Christmas) continue into 2001 and their own *Donkey Kong Country* would be helpful...

**KONAMI:** We believe that there will continue to be a market for original PlayStation software in 2001. The PSone will continue to sell based on the strength of the catalog of titles out there and the price points of the system and the hardware. ►



◀ **NAMCO:** You're asking this to a publisher that still gets good sales from 16-bit *Ms. Pac-Man* cartridges! PSone has years ahead of it. There may be fewer new hit titles coming down the road, but thanks to the fantastic Greatest Hits program and Sony's efforts to bring new-genre publishers on board (like New KidCo), PSone will be going strong for a very long time.

**SONY CEA:** With the acceptance of the new PSone hardware and the fact that most PSone games are playable on PS2 hardware, good PS one games will continue to do good numbers in 2001. However, it will become harder to get consumers' excitement high in genres where strong PS2 games are appearing. The demographic will shift even younger. The share of budget priced games (Greatest Hits and such) will become larger, too, as consumers will continue to see good value for their money in those games.

**3. With new next-gen consoles on the way from both Nintendo and Microsoft, how do you think the market will split up?**

**CAPCOM:** That's impossible to

gaming niche but will find out quickly that it may not be enough in the long run.

**NAMCO:** Both Nintendo and Microsoft will have to contend with the one-year head start of PS2. I think the key is not whether anyone will knock Sony out of the #1 position, but whether the companies at #2 and #3 will be able to establish a profitable business for both themselves and the companies that publish games on their systems.

**4. Realistically, when will the PS2 become "more than just a games machine", and deliver things like broadband online gaming?**

**CAPCOM:** If it delivers online broadband "gaming" then it still is a game machine right? If you're asking when do I think it will sell as anything other than a game machine, I don't think it will. While playing DVD movies is an excellent feature of the PS2, Sony needs to continue marketing this as a game machine. There has never been a successful system that has been sold as a "do it all" machine. I think focusing on the DVD aspect, any more than it's a really nice feature,

quite frankly, that's okay to me. Right now, the PS2 has the best games in town, and that's all I care about.

**5. So far with Dreamcast and PS2, we've seen next-generation graphics, but the types of games are identical to what we've seen before. How long before we see truly revolutionary games?**

**ACTIVISION:** In general, the development of games over time has been evolutionary, not revolutionary. Every once in awhile, an inspired game developer comes up with something that hasn't been done before. With respect to revolutionary games on the PS2, I think it will take game developers some time to become fully familiar with the platform's capabilities. It will probably be during the second or third generation of development on the platform when a game comes out that takes full advantage of what the Playstation 2 has to offer.

**CAPCOM:** In games that have a true cinematic feel such as our *Resident Evil* and *Onimusha: Warlords* properties, the graphics are a big part of revolutionizing the genre. With *Onimusha* coming early next year, I would say that you'll see a revolutionary game then. Many times, hardcore gamers think in a linear fashion, believing that only certain things can be revolutionary. When I saw the introduction and gameplay in *Onimusha* for the first time, I felt like I was watching a film, not simply playing a game. *Onimusha* combines unrivaled graphics with an incredible storyline and solid gameplay. Games such as this are beginning to allow the consumer to feel that they are actually controlling a movie. Ultra-realism is where developers are headed and where developers have always strived to be.

**EIDOS:** You're starting to see a revolution with the online capabilities in some of Sega's games, but until you have real online delivery so that episodic gaming becomes possible, it will continue to be games with better graphics, faster engines and more baddies vs. PSone.

**KONAMI:** Give developers time to work with the PS2 and you will see the types of games change. Right now, developers are making what they know will sell. Perhaps in a year or two, when the development community becomes more comfortable with the PS2, we'll start to see them take some chances.

**NAMCO:** PlayStation brought games from 2D to 3D. Unfortunately, even the power of PS2 can't deliver a 4D gaming experience, because no such thing exists. What I'm looking

## "Sega will own online gaming but will find out that it won't be enough"

predict at this point. Each company has specific obstacles that they will need to overcome in order to establish a decent market share. Microsoft has some very difficult issues to overcome by being the proverbial "new kid on the block". Entering a new marketplace is always a challenge, but remember, Sony was the new kid when they launched the first PlayStation. The marketplace will split by those who are able to overcome the obstacles and those who can't. Every platform publisher is in a race to make all the right choices. Sony and Nintendo have proven that they are capable of making the right choices in the past, but Microsoft definitely is a big contender due to the large amount of resources available to them.

**EIDOS:** Absolutely no clue. Too early to tell when and if the hardware from either will be on time and in what quantity.

**KONAMI:** PS2 and Xbox will battle it out for the right to be called the dominant gaming system. Nintendo will capture the "younger gamer" market with the Gamecube based on popular properties such as *Pokemon* and their handheld business. Sega will own the online

would be a mistake. The PlayStation 2 is not a DVD player, it is a game machine that allows players to watch DVD movies. The only time the consumer in the U.S. would buy the PlayStation 2 as a DVD player would be if it were cheaper than low-end DVD players. Today it is not cheaper and is comparable to a mid-range - high-end DVD player in retail cost. As for Broadband online gaming, you need to ask the telecommunications companies when a Broadband connection will be finally available to the vast majority of American households.

**EIDOS:** The key is "realistically", and I don't see it being a mass delivery system for 2-3 years.

**KONAMI:** Realistically, who knows? I don't believe that it's anytime soon. Perhaps 3-5 years.

**NAMCO:** First we have to see broadband connections become more common, and this is not going to happen overnight. Trying to get DSL hookups even here in Silicon Valley is a real headache. Right now I go to the PC for online games and my console for the best graphics, sound and control. This will remain the case for some time to come, and

## FOCUS: Major Players in 2001

Sony CEA: Shuhei Yoshida

**How do you approach software development as a first-party? Is it a goal to be a leader, of sorts?**

Yes, it is always our goal as a first-party to be a leader. As the industry gets bigger and more diverse, it is almost impossible to be a top company in all areas, as it requires a lot of specialized talent and experience to excel in any one area. But whatever we do, I would like to see that we are considered as one of the leading developers in the industry in that particular area. It is our goal to create games that expand the overall videogame market. It can be done only by creating games that people will buy, enjoy fully, and will come back to buy another game.

**Having only recently taken your position, what are your primary goals for your department?**

To create an environment in which creativity, passion and hard work is rewarded.

**Having worked with software development in both Japan and now the U.S., how would you compare their different approaches to making games? Do you see a trend in entertainment in general, where those cultures are moving closer together?**

There are a lot of similarities and differences. The immediate difference I noticed here in the U.S. is the mobility of people in the industry. This may not be an exception for the videogame industry, but in Japan as people tend to stay in a company longer, it was difficult when we started a new company or a team to find an experienced designer, engineer or artist to build the team. However in the States, although it's not easy to find talented people in general, it is up to management to decide on what level of people you want to employ to compose your team. At the same time however, it is a challenge to keep talented people motivated to stay at your company.

The similarity between the U.S. and Japan is that most of the people in the industry love what they are doing, I mean making games. It is almost instantaneous to communicate and understand each other when we talk about games and gameplay experiences. Although there are differences in taste between the two markets, we can agree on most of the points that make a great game. I'm enjoying working with people here as much as I did with Japanese developers.



forward to on the PS2 are the surprises — the games that come out of left field and create whole new genres. However, I don't think this is going to be easy when it takes millions of dollars to create a new game. I hope that some new form of "Yaroze" (remember that?) comes out and allows people outside of the games business to express their ideas as well.

**SONY CEA:** Considering the amount of development time available to spend on the launch games after the delivery of development systems, it is natural that most of the launch games have the type of game mechanics that have been tried and proven. For late 2001 we will see games that have been in development for about two years — which I

episodic installments will be what challenges companies to truly break into the next level of cultural acceptance. This is both a short and long term challenge. Companies have to be willing to investment spend without any true deliver system in place during the short run, and great content will encompass the long term challenge.

**KONAMI:** Short term: Surviving the transition year. Just read the news, countless publishers are announcing less than stellar earnings. This year will be a difficult one for everybody. Long term: The business is too risky. Development costs are skyrocketing, marketing budgets are growing and it is getting harder to deliver a hit. It will be very difficult for smaller developers and publishers to make it

ties that will undoubtedly be achieved later on in this next generation's life cycle.

**CAPCOM:** 2001 will be known for the introduction of the PlayStation 2 and the beginning of games that convey true emotion. 2001 will also be the year that Capcom announced some of their biggest games ever. Sorry I can't tell you more, but sit tight, 2001 will be a big year for us.

**EIDOS:** Unfortunately, 2001 will be a make or break year for a large number of companies. It will show who has the development expertise to take advantage of not only the PlayStation 2, but the other next generation systems due this year, as well. This will be applicable to very few publishers and even fewer inde-

## FOCUS: Major Players in 2001

EIDOS: ROB DYER

**Tomb Raider made Eidos an instant major player on PSone. What is the company's philosophy or strategy going forward on PlayStation 2 to repeat that success?**

Continue creating our own intellectual property while managing and evolving those that exist already. Our lineup shows that in spades for the next year.

**Will Tomb Raider on PS2 ship in 2001? If not, will there be another product to support the movie?**

We wouldn't want to give away all of our surprises...

**Going into 2001, it seems that many developers are diversifying across several platforms because they don't know which will end up on top. As a company that has experience in this area (Tomb Raider has always been on PSone and PC, and the first game also appeared on Saturn), what are the advantages and disadvantages to this strategy, and can we expect to see a lot of this?**

Advantages are obvious — you don't have your eggs in one basket and can take advantage of content and put it across multiple platforms to increase your revenue. The problem is that it takes resources to pursue that strategy, and in order to truly maximize a game for a platform, you need an additional team that is working in conjunction with the main group to insure the game comes out at the same time. These folks could be making another game of original content and there is no promise that the multi-platform strategy works if the demographic is different from one platform to the next. Add to that the fact that the hardware companies don't like to see your games across multiple platforms, and you can see that the choice isn't so cut and dried.

**KONAMI:** Our PS2 lineup is huge, and starts in spring with a game from the creators of *Metal Gear Solid*, *Zone of the Enders*. We follow that up with more great games like *Metal Gear Solid 2*, *Crash Bandicoot*, *Jurassic Park 3*, *Silent Hill 2* and *The Thing*.

**NAMCO:** Namco gave a sneak peak of both *Ace Combat 4* and *Klonoa 2* at the most recent Tokyo Game Show. These games are both going to make great use of the power of the PS2, but in very different ways.

**SONY CEA:** We've announced *Gran Turismo 3*, *Dark Cloud* and *Twisted Metal: Black*. And there are a few more great announcements that we are planning to make later this year.

## "It will be very difficult for smaller developers and publishers to make it in our new 'high stakes' business"

believe is necessary to develop something revolutionary — along with the first batches of second-generation PlayStation 2 games. I'm counting on many of them to offer something that we have never seen in videogames before.

**6. In both the short and long term, what do you see as the biggest challenges facing the videogaming industry as a whole?**

**ACTIVISION:** The biggest short term challenge to videogaming as a whole is allowing the companies, who fund game development and make videogames, to see the rewards of their efforts while still taking risks on new types of games being made for the new game systems. The biggest long term challenge to videogaming as a whole is making sure that there is enough product innovation to keep games exciting for consumers.

**CAPCOM:** Going through and surviving a transitional period will be a big challenge in the short term. For the long term the challenges remain the same, except that cost will become a bigger issue. A premier title such as *Onimusha: Warlords* will cost developers much more. Budgets are now beginning to rival that of motion pictures and cost management will be a large key to the future. Gamers will still demand the best and companies will need to deliver, but each big title will come with a greater financial risk. Establishing and maintaining a franchise will be the key to future success.

**EIDOS:** See the answers to the last question. Compelling content in

in our new "high stakes" business.

**NAMCO:** The biggest challenge is certainly the rising cost of creating new videogames. The reason that modern music has remained so fresh and alive is because it doesn't cost much to make a demo. If Jimi Hendrix had to pay a million dollars for his first guitar, just think how much rock would suck today. As long as a console development system is more expensive than two turntables and a microphone, we're going to face roadblocks to creativity.

**SONY CEA:** In the short term, the challenge is to master the architecture of new hardwares, which I'm pretty confident many developers have done on the PlayStation 2 already, and to apply this knowledge to create new game mechanics, better artificial intelligence, etc. to deliver new interactive experiences to the players. In the long term, we have to recreate our business models to take advantage of the opportunities that online technology, whether broadband or wireless, could offer. Creativity is a challenge for both our development teams and management teams. The coming 4-5 years will see the biggest shift of a business model in the videogame industry, if we are successful in transitioning ourselves.

**7. A year from now, when we look back at gaming in 2001, how do you think we'll remember it?**

**ACTIVISION:** 2001 will be viewed as a transition year in videogames, with the release of next generation systems for both the console and handheld market. It will be a year when we begin to see the possibili-

pendent developers.

**KONAMI:** After playing *Metal Gear Solid 2* on the PS2, we'll hear consumers say "Finally! The reason why I bought a PS2!" Also, thanks to its nifty handle, the "Pikachu-Yellow" Gamecube will be the fashion accessory "must-have" for every 6-12 year old boy. We'll all have a better understanding of what kind of market share \$500 million dollars in marketing can actually buy for Xbox, and we'll still want to believe in Peter Moore when he talks about Sega's vision as an online company.

**NAMCO:** Right now, it's PlayStation's world. We only live in it. Next year is going to be a clash of the titans as these global giants do battle. I don't know who will win or lose, but it's going to be a lot of fun to watch.

**SONY CEA:** 2001 will be remembered as the launch year of several new successful franchises on PS2, as well as the introduction of several hardwares, including broadband adopters of PS2, Gamecube and Xbox. At least a couple of them will have happened ;-)

**8. What big PS2 and PSone products can we look forward to from your company this year?**

**CAPCOM:** Obviously, *Onimusha: Warlords* will be one of our biggest. It will most likely be the biggest game for the PS2 this year. Capcom has spent a lot of time and development resources ensuring that *Onimusha: Warlords* will surpass anything available. There will be more surprises from us, but you'll just have to wait and see...



## GAMES TO WATCH FOR IN 2001

We usually don't know about this many big games so early on in the year, but already 2001 is looking to be a landmark year for gaming. Unfortunately, we can't think of a single PSone title that's coming out next year, so excuse us if this list is entirely PS2. Here are the titles that we're most excited about right now:

**1. Metal Gear Solid 2: Sons of Liberty**

Konami • Action/Adv. • 4th Quarter

**Why it's Hot:** Without a doubt, this is THE game of 2001. Unless somebody else really shocks us with a better game down the road, MGS2 is almost a lock for Game of the Year honors at the end of the year. We couldn't be more excited!

**2. Final Fantasy X**

Square EA • RPG • 4th Quarter

**Why it's Hot:** We really don't know much about this game, but we felt we had to include it because there is no doubt it will be one of the biggest games of the year. The tiny bit we got to see months back looked amazing.

**3. Dark Cloud**

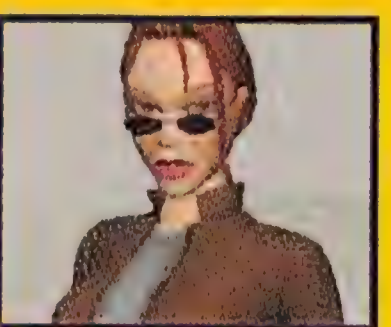
Sony CEA • Adv./RPG • 2nd Quarter

**Why it's Hot:** If you read our preview of last issue's cover game, then you know how much we want to play *Dark Cloud*. It's just the type of epic adventure that Sony's new system needs, and has lots of new features to offer.

**4. Gran Turismo 3**

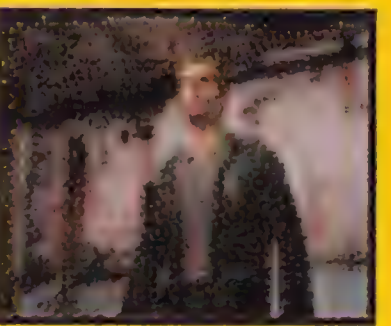
Sony CEA • Racing Sim • 1st Quarter

**Why it's Hot:** The graphics are absolutely unbelievable, and the *Gran Turismo* series always delivers. The only reason this game won't sell a zillion copies is that there aren't a zillion PS2s out there yet.

**5. Tomb Raider PS2**

Eidos • Adventure • 4th Quarter

**Why it's Hot:** We don't know much more beyond what we reported two issues ago, but that was plenty enough to get us excited. This series needs something new and drastic, and this game will be it.

**6. Silent Hill 2**

Konami • Horror • 3rd/4th Quarter

**Why it's Hot:** Three words: SCARY - AS - HELL. You can't even glance at this game without getting the heebie-jeebies. It was creepy on PSone, but with PlayStation 2 power, it's gonna be an absolute shocker.

**7. Zone of the Enders**

Konami • Action • 1st Quarter

**Why it's Hot:** With one of Konami's best teams developing and Hideo Kojima Producing, this mech title

promises to be a classic. Not only is the action said to be superb, but the deep storyline is also top-notch.

**8. The Bouncer**

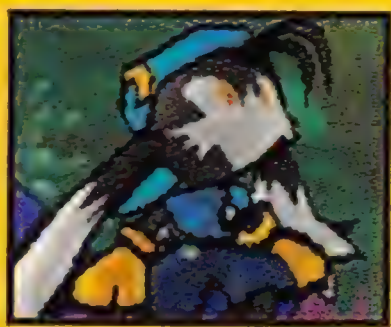
Square EA • Action • 1st Quarter

**Why it's Hot:** It's a little worrying that still, after months of previewing this game, we haven't yet seen a playable version. We still have high hopes, though, that this game will deliver the goods big-time.

**9. Onimusha: Warlords**

Capcom • Action/Adv. • 1st Quarter

**Why it's Hot:** This is the only *Resident Evil* style game on the horizon, and it's really sweet. It's more of an action game, and the control scheme is light years ahead of the *RE* games. The demo we've been playing is amazing.

**10. Klonoa 2: Lunatea's Veil**

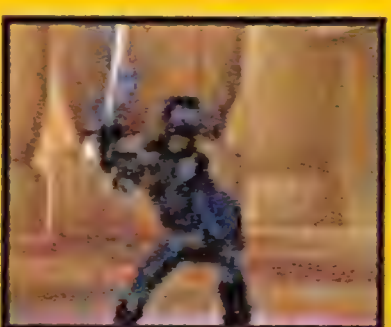
Namco • Action/Platform • ???

**Why it's Hot:** The first *Klonoa* back on PSone was way, way underrated. Thankfully, the PlayStation 2 sequel has incredible graphics to go along with the great gameplay, so hopefully more gamers will take notice this time.

**11. Twisted Metal: Black**

Sony CEA • Car Combat • ???

**Why it's Hot:** We loved the first two games, but then... Let's just say that we're excited to see that the series back on the right track. *TM: Black* is much darker, meaner and nastier — just what this series needed.

**12. Legacy of Kain: Soul Reaver 2**

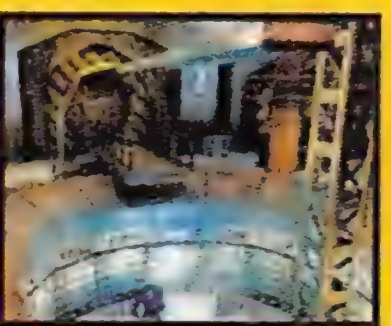
Eidos • Action/Adventure • ???

**Why it's Hot:** In many ways the first *Soul Reaver* was a great game, but it had the potential to be a true classic. If the sequel can live up to that promise, we should be in for a real treat.

**13. Wipeout Fusion**

Sony CEA • Racing • ???

**Why it's Hot:** A new *Wipeout* game is always cause to get excited, especially on the PlayStation 2. Plus, the tracks in *Fusion* are supposed to be more like a wild roller-coaster ride from the future. Ticket, please.

**14. The World is Not Enough**

Electronic Arts • FPS • ???

**Why it's Hot:** N64's *Goldeneye* forever linked the words "Bond" and "First-Person Shooter". Some of 007's games have been better than others, but we're hearing nothing but good things about *TWINE* on PlayStation 2.

**15. Extermination**

Sony CEA • Action/Adv. • ???

**Why it's Hot:** This little known title just might end up the sleeper hit of 2001. It looks like a cross between *Resident Evil* and *Metal Gear*, which is great mix.

FOCUS:  
Major Players in 2001

**ACTIVISION:**  
**LARRY GOLDBERG**  
Executive VP, Worldwide  
Studios

Activision has really stepped up as a major player over the last two years, with smash-hits like *Tony Hawk* and *Spider-Man*. How do you top that, and what's your strategy to keep that momentum going strong through 2001?

Topping *Tony Hawk* and *Spider-Man* will not be easy, but these were still just PSone titles. Our strategy for 2001 and beyond is to continue to work with the best developers for the PlayStation and allow them to expand upon their talents on the PlayStation 2. We also intend to bring the gamers who loved *Tony Hawk* and *Spidey* new products that should be equally appealing, such as *Mat Hoffman's Pro BMX*, *Kelly Slater's Pro Surfer*, *Shaun Palmer's Pro Boarder*, and several new Marvel superhero products.

Since many of your PlayStation 2 titles will also be published for other platforms, how do you plan to balance that cross-platform strategy with getting the most out of each individual system?

We think that the developers we work with have the ability to bring the most out of each system that we decide to support. By making games for many platforms, we can insure that the most possible gamers will get to play our titles no matter what platform choice they make.

Will we see *Tony Hawk* or *Spidey* on PlayStation 2 next year, and do you have the next big Activision franchise in mind yet?

You will see *Tony Hawk* and *Spidey* on PS2 sometime soon, although it is too early still to say exactly when. We also are in development on several new game franchises that we believe to be the next big thing. We're very excited about these projects and you'll be hearing much more about them in the months to come.

## THE CREATORS

## HIDEO KOJIMA, KONAMI

Is *Metal Gear Solid 2* still on target for E3, and a Fall 2001 release in the U.S.? How is it progressing?

I cannot give you an exact date at this point. We are planning to release the game in fall or winter 2001. We are currently working on a playable demo of *MGS2* to accompany *ZOE* in Japan. The game

system still needs work, and this is taking time. Once we finish this demo, we will spend all our time working on the actual game.

*MGS2* is looking to push the boundaries of the PlayStation 2 much further than any other game so far. What does it take to get the most out of the system, in terms of both the technology and the game design?

Even PS2 will not allow us to use its

powers luxuriously in all areas and vectors, graphics and sound, map size, AI nor number of enemy soldiers. Where we allocate the PS2 capabilities is important. If we were to realize graphics with real-footage quality, we can only show 1 or 2 characters in a closed area. What is key is what you want to improve when moving from PS1 to PS2. Trying to improve all areas equally will result in something in which you end up not seeing major improve-

ments. It is a matter of how you want to make the game look like a PlayStation 2 game.

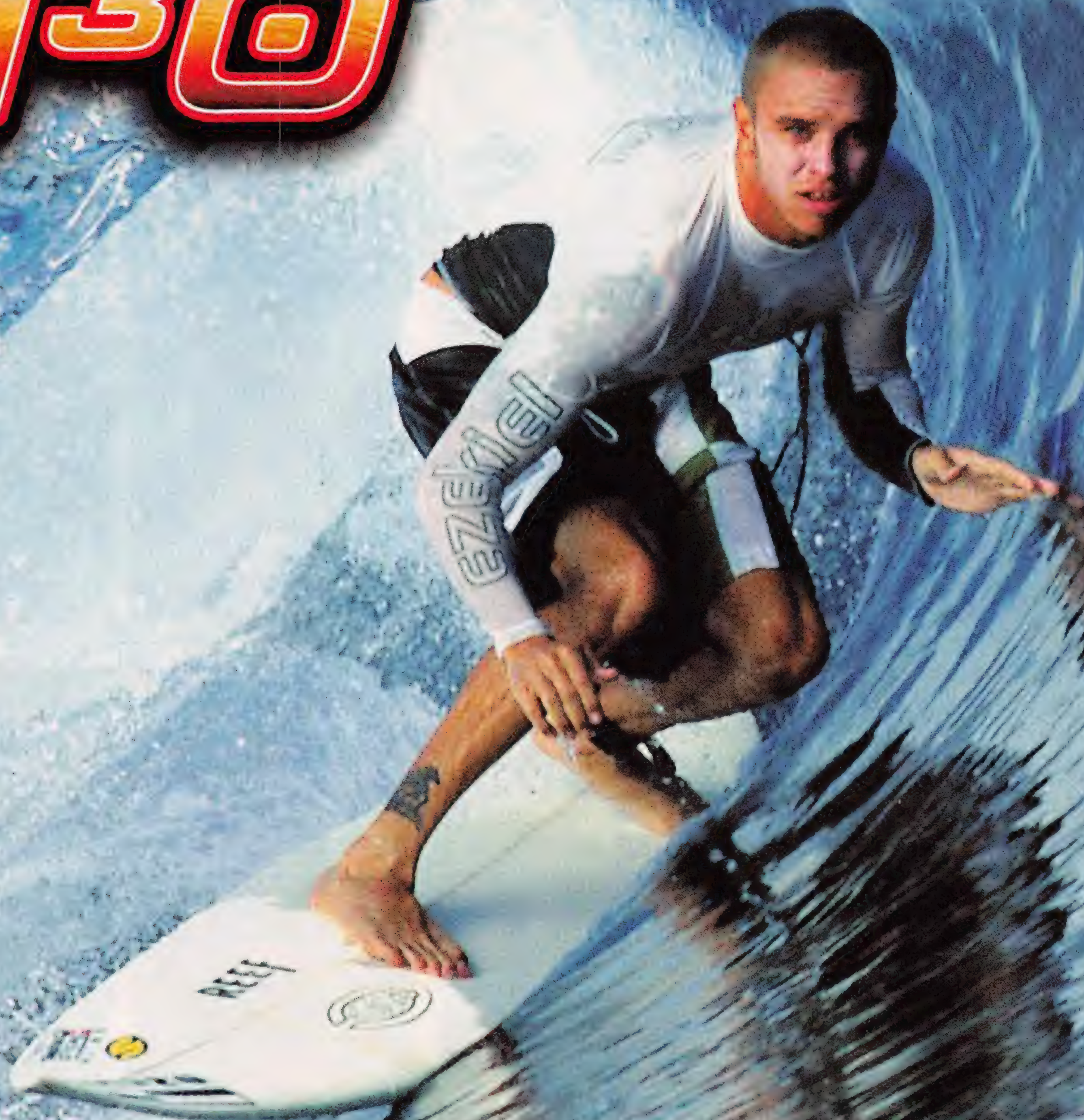
What is it like working on next year's most anticipated game?

In all honesty, I am very happy and pleased. I will continue developing the game to come up with a final product that will, in a way, contradict people's expectations.

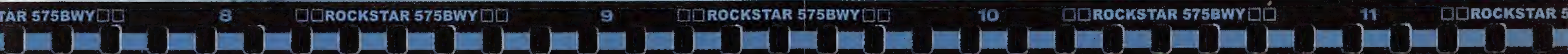


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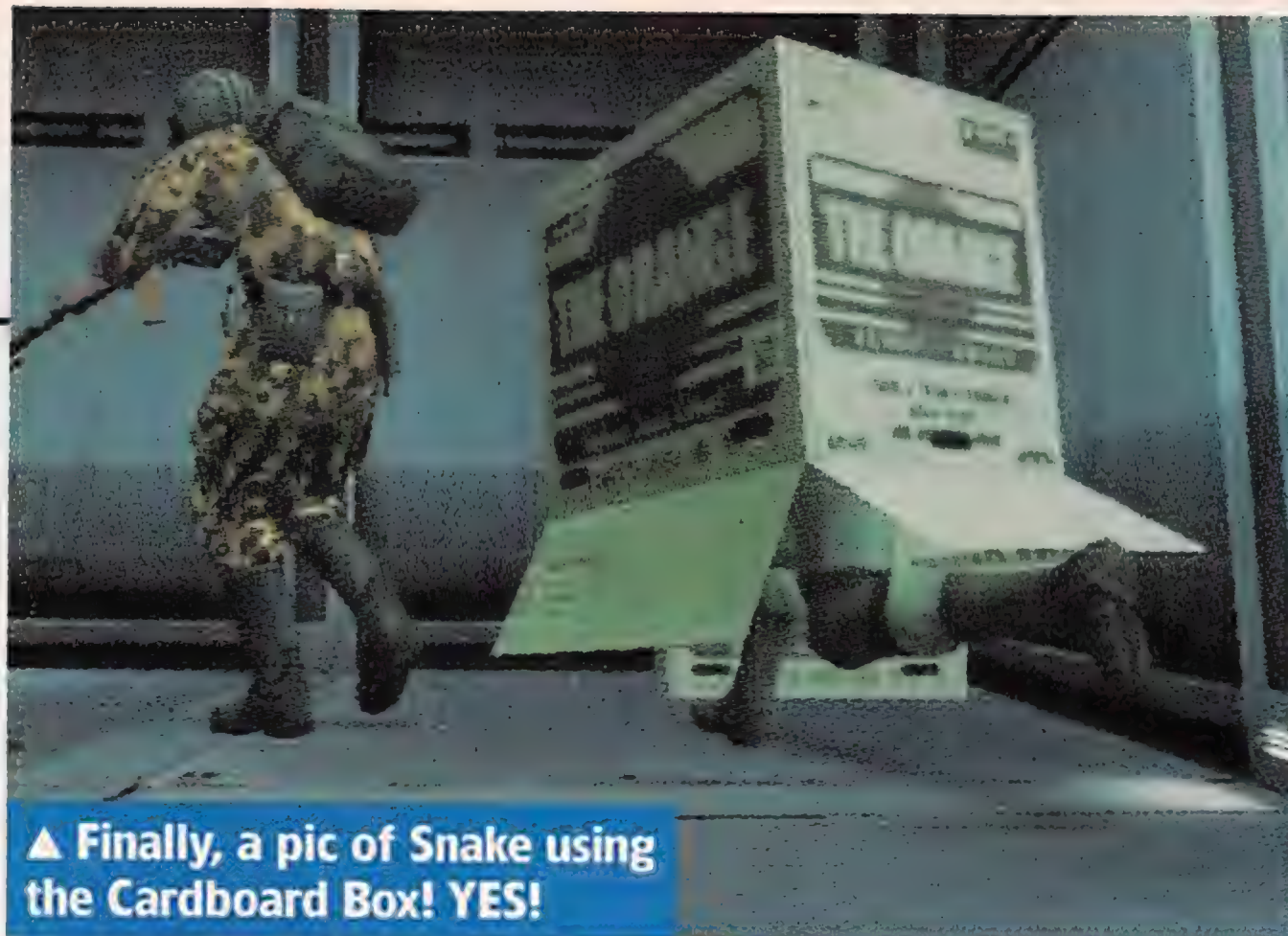


PHOTO BY TOM SERVAIS



## ► SPOTLIGHT: METAL GEAR SOLID 2

Make no mistake about it, this will be **THE** game of 2001. Konami's top gun, *Metal Gear* creator Hideo Kojima, is personally overseeing the development of the game, so you just know it's going to rock. We got in some brand-spankin' new screens of this epic title, so check 'em out!



▲ Finally, a pic of Snake using the Cardboard Box! YES!



▲ Another cool Cardboard Box shot — *man* we can't wait to play this crazy game!



▲ Notice the security camera at the top of the screen? Good, now avoid it.



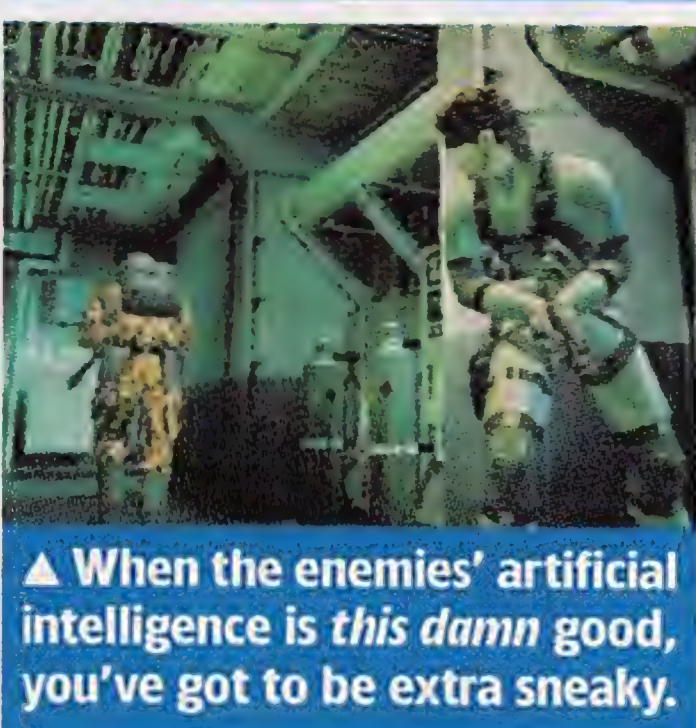
▲ There are so many new ways to knock a guy out, we have no idea what happened.



▲ When we finally get this game, we're going to hang around on everything.



▲ Okay, so the Cardboard Box looks even sillier with PS2 graphics — it's still cool!



▲ When the enemies' artificial intelligence is *this damn* good, you've got to be extra sneaky.



▲ Going into the first-person mode will be essential for precision shooting.



▲ Uh-oh, looks like Snake's mission might be over before it even gets started...

## ► SPOTLIGHT: DEVIL MAY CRY

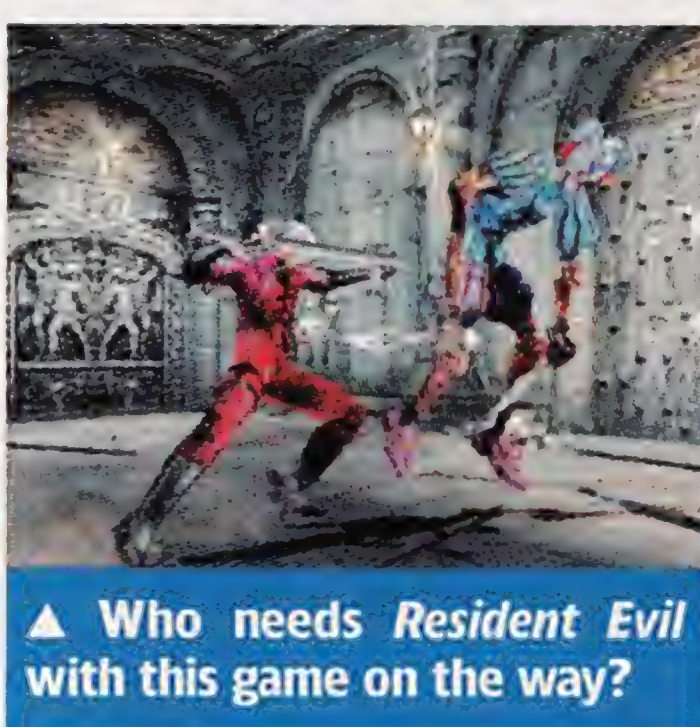
Capcom blew everyone out of the water when it recently unveiled its newest horror game, *Devil May Cry*, in Japan. Word slipped out a few months ago that Shinji Mikami (the head-honcho of the *Resident Evil* and *Dino Crisis* franchises) was heading up a new project that was said to be unlike anything Capcom's ever done before, and this is it. The title keeps Capcom's popular horror theme, but it's much more action-oriented, with a control scheme that's nothing at all like those other games. It should hit Japan in Spring of next year.



▲ Our new hero carries both a giant sword and pistols.



▲ Capcom's theme for making this character is "cool"...



▲ Who needs *Resident Evil* with this game on the way?

### JASON RUBIN, NAUGHTY DOG

Okay, give it up -- what the hell game are you working on?! (Well, we had to ask!) When will the game be officially unveiled?

Unfortunately, I have to give you the same answer that I have given for the last year... Naughty Dog isn't ready to reveal what our next title is yet. Stay tuned!

You've said that your goal with this game is to make the first true second-generation title for the PlayStation 2 — are you meeting your expectations so far?

I still think that we will be the first second generation title on the PlayStation 2. I can say with confidence that we are getting the numbers we expected from the PS2, polygon counts that far exceed

what you are seeing in the launch titles. And now that we have figured out how to use the VU0 and VU1 coprocessors in conjunction with the CPU, we are surprised at how much processing power is there for collision, physics, and all the other fun stuff.

I have to point out, however, that the first generation has shown to be far more than anyone expected it to be. Everyone that I know has found a "killer application" that makes the PS2 purchase worth while. From EA's Sports' titles for sports fanatics, *Tekken* and *DOA* for fight fans, *Ridge Racer* and *Moto GP* for race fans, and *SSX*, *Smugglers run* and a handful of other good titles this is the best launch batch that we have seen from a hardware in a while. Imagine what the second generation is going to be like!

Along those lines, the PS2 has been the target of many disgruntled developers who just can't get their head wrapped around the system. Do you think that everyone will move past these problems and give us a real taste of what the PS2 can do in 2001?

I have said this many times: the type of developer that is primarily concerned with the difficulty of developing for a system, rather than finding the platform which will allow their game to reach the broadest market, is not the type of developer that will make the games you want to play. As we try to create *Toy Story* quality computer graphics, we are going to be spending *Toy Story* money to do it. And if the game buying public base of hardware that you release on is small, then you simply won't recoup your investment. No hardware has a better

## FOCUS: Major Players in 2001

KONAMI: CHRIS MIKE  
VP of Marketing

With a huge 2001 lineup headlined by *Metal Gear Solid 2* and *ZOE*, Konami's looking to have one of its biggest years ever. What's it like having THE "Killer App" for the PS2, and how does Konami plan to build on all of this momentum?

It's nice having *Metal Gear Solid 2* on the horizon. We're busy planning for an impressive E3. In terms of building on the momentum, we are working to build solid properties that we can turn into long-term business opportunities. Clearly the *Metal Gear* franchise is one. We think *Zone of the Enders* has great potential as well.

Konami's music games have helped to make it the single biggest games publisher in Japan. Now that those games are on the way to the U.S., do you expect similar success here? It remains to be seen whether the U.S. market will be as enthusiastic about our music games as the Japanese market. We think that there is tremendous potential for these types of games here in the States, but it may take a while to catch on. We're confident that once consumers actually try games like *Dance Dance Revolution*, they will be hooked.

Konami has so many classic franchises, like *Castlevania* and *Contra* — Do you feel that there's still a place for those older franchises? There is always a market for classic franchises. We get countless emails from consumers who beg us to resurrect properties like *Contra*. We are constantly evaluating our options as they relate to bringing back older Konami franchises.

chance of winning this generation than the PlayStation 2. I find it somewhat satisfying that the same guys that were saying that the PC would kill consoles when the original PlayStation launched are now saying that their new system is going to kill the PlayStation 2. Same hardware guys, same software guys, and if you ask me, the same mistake twice.

Also, by the time the Gamecube and the Xbox come out, most of us will have solved the PS2 development problems and have completed PlayStation 2 engines. At that point, the question will be "do I throw out a good engine on a system with a large installed base to make an engine from scratch for a system that hasn't proven itself?" At that point, the Xbox and Gamecube will be the systems that look like more work!



**ALSO COMING IN 2001...**

We don't know much about these games, if anything at all. But we should see them in 2001, and we still get all tingly just thinking about them.

**Madden 2002:** Can you imagine this year's Madden looking even better?

**SSX 2:** With the way EA puts out yearly updates, a sequel to this amazing game is a no-brainer.

**Final Fantasy XI:** Two *Final Fantasies* in one year? Plus, this one takes the series online.

**Ninja Gaiden:** The classic series brought back by the team that did *DOA2*? Count us in.

**"Naughty Dog's Game":** This is supposed to be the game that really shows us what PS2 can really do.

**WWF Smackdown 3:** We can't wait to see the Rock lay the smack down on PlayStation 2!

**Tony Hawk 3:** *T. Hawk* rocked the PSone, and should rock the PS2 even harder.

**Tekken 4:** This should be the game that dramatically changes the series, and we can't wait.

**Ace Combat 4:** This was the best flight combat series on PSone. 'Nuff said.

**Crash Bandicoot 4:** A new developer this time, but Crash on PS2 is still big news...

**Spyro the Dragon 4:** ...And the same goes for a sweet-looking PlayStation 2 Spyro game.

**Time Splitters 2:** The ending credits promised a sequel, and we want it.

**Dino Crisis 3:** Rumored to be in development, we want PS2-powered dinos.

**WHAT DOES PSM HOPE TO SEE IN 2001?**

**CHRIS:** Believe it or not, I want to see Nintendo and Microsoft really take it to Sony this year. Competition brings out the best in everyone, and gamers will only benefit from three big game companies trying their hardest to outdo each other. With hundreds of developers putting so much effort into winning fans over this year, 2001 should be the most exciting year ever for gaming!



**STEVE:** I want to see new types of games. The industry has gotten far too stagnant over the last few years, and for the most part innovation has been left by the wayside. Gamers need to be surprised from time to time, and that's not going to happen if developers keep pumping out sequel after sequel. Please, take a few chances and create PS2 titles that are truly different!



**RANDY:** Well, first of all, I'm hoping to get my hands on a PlayStation 2 before next summer! But seriously, my biggest hope is that we see developers truly tapping the PS2's awesome potential in the coming year. Not just better graphics, but more advanced artificial intelligence and physics, too. I want to see what this new system can really do. Let's get crackin', guys!



**TOKOYA:** I miss the days of *Street Fighter II Turbo*, where people would spend hours at the arcade studying the game. Except for my stay in Japan, I haven't experienced that feeling of excitement and competitiveness for years. To bring it back, fighting games need to be reinvented. I still love the old games, but the genre needs to recapture the imagination to bring fans back on board.



**TOMMY:** The PS2 is Sony's Trojan Horse; their way to get a box into your living room that will (eventually) dominate all areas of entertainment. Most people feel that Sony's online network won't get very far this year (if it even gets started at all), but I really hope that it does. I'm not only excited about online gaming, but also the online delivery of music, movies and more.

**FOCUS: Major Players in 2001****NAMCO: MIKE FISHER**

**What are the chances that we'll see another *Tekken* or *Ridge Racer* on the PlayStation 2 in 2001?**

How many of our games will you put on the cover of PSM if I tell you?

**In the coming year, can we expect to see many new Namco games running on the PS2-compatible System 246 arcade technology? What will System 246 mean for arcade-to-home translations?**

Multi-Platform is definitely the trend of the day, and this year has already seen Namco release games on three platforms at once (*Mr. Driller* and *Ms. Pac-Man Maze Madness*). As for arcades, we've reached a new age where arcade machines don't necessarily offer superior graphics any more, but they still offer features that will never be available in home consoles — interfaces like full-body car cockpits, or bicycle controllers. And not even internet gaming will ever be able to fully re-create the social experience of walking up to some smart-ass kid in an arcade and kicking his butt at *Tekken*.

**Namco has been the company that "powers the PlayStation" — how will you continue to hold that position in 2001? Along those lines, is there a chance that we'll see more releases next year?**

The power behind the PlayStation is quality, not quantity. You may see more releases from Namco as the company continues to expand and grow, but our goal is to be the best, not the biggest.

**MASAHIRO KIMOTO, NAMCO (GAME DESIGNER/DIRECTOR OF *TEKKEN TAG TOURNAMENT*)**

**Namco, and the *Tekken* series in particular, has always pushed hardware to its limits. From your experience with the PS2 so far, how much of its power do you think we have really seen?**

Our team has always tried to use our best technologies and abilities to create the *Tekken* series. So, as far as *Tekken Tag Tournament* for PS2 is concerned, yes, we've used all of our current capabilities to develop this title, and I think we've pushed the PS2 hardware to its limits here. However, even though we also said that we pushed the hardware to its limits for our earlier *Tekken* titles on the PSone, you can see how much greater the gameplay and features

improved throughout each version. These outstanding improvements were accomplished because of our team's dedication to understanding the hardware, their ability to raise the level of programming and their greater efforts in CG technologies. Actually, when we were developing *Tekken* and later *Tekken 2*, we never thought that we would be able to surpass these with the release of *Tekken 3*. *Tekken Tag* was the first PS2 title we worked on, but I think the extent of our knowledge on the PS2 is just about the same as what we had when we were working on the first *Tekken*. As long as our CG technologies progress, we will be able to develop games with a quality that exceeds our expectations.

It's hard to say how much of the system's power we've truly seen, but I think we can expect more than 1.5 times its current performance.

**Over the past two years we've seen a huge drop in the number of fighting games released, with very few major ones like *Tekken* and *DOA2*. Why do you feel this is, and what must be done to once again make fighting games the most popular genre in 2001?**

Over the past few years there have been many high-quality fighting games released. Because players have become more adept at evaluating games, it is now more difficult for the publishers to develop a game that will interest them. To create a better 2D or 3D fighting game, a great deal of time and a well-experienced staff are required. The game must also be well-balanced. These may have been factors why the fighting game market became saturated, and then settled down with only a few major titles prevailing. The second part of the question

is more difficult to answer. To make fighting games popular again, we need to add attractive new features plus improve the graphics. We want to find ways to attract players who are not interested in fighting games.

Also, if we try to make a fighting game that appeals to hardcore gamers, it may be too difficult for the casual gamers, and if we try the opposite, the hardcore gamers will not be interested. Unless we balance this gap between both types of players, the number of players and even titles will continue decreasing.

**We've heard rumors for a while now that the next *Tekken* game will be drastically different...?**

We have no word on a new *Tekken* title yet. If that time does come however, I am sure you will not be disappointed.



## PSM PREDICTIONS

Okay, now that we've heard what all of the top minds in the industry have to say, we've got a few opinions of our own. Some of these are safe bets and some are longshots, but at the end of the year we bet that the majority of these come true.

### 1. PlayStation 2 will dominate the competition

We'll be first in line to play whatever new *Mario* or *Zelda* game Nintendo puts out with Gamecube, but the simple fact is that the PS2 is already in the driver's seat, and is the heavy odds-on favorite in the next-generation console war. And unfortunately for Sega fans, Dreamcast most likely won't last the year.

### 2. 2001 Game of the Year: *Metal Gear Solid 2*

This prediction is such a no-brainer, we almost feel guilty for including it. Sure, we've got a whole year ahead of us, during which time we'll see loads of great new games that we've never even dreamed about. Still though, *MGS2* just looks so incredible that we can't imagine anything topping it. If we're wrong, then damn, we wanna see the game that beats it!

### 3. New PSone games will be few and far between

It's a simple fact: as PS2 gets bigger, the PSone market will shrink. Nobody is making big-time PSone games next year, and there aren't even as many new kids' titles on the way as we would have thought. Sony's Greatest Hits titles should rule the shrinking PSone market

next year, supported by gamers who are looking for value, not the highest quality experience.

### 4. PS2 online gaming will get a slow start

While Sony will spin its wheels most of the year chasing its broadband dream, it will be up to third-parties to find solutions to get gamers online to play their games. Sony should begin to make some headway in this area later this year, but the company will still be a ways off from realizing their grand vision of the PS2 as broadband entertainment centerpiece.

### 5. Racing games will rule; Fighting games will continue to disappear

There are already a ton of racing games in development, and with the amazing-looking *Gran Turismo 3* leading the pack early in the year, this genre is about to shift into high gear. At the other end of the spectrum, fighting games will probably continue their unfortunate decline. With the exception of *Tekken 4*, we can't think of a single other one.

### 6. The PS2 games at the end of 2001 will make the launch titles look ancient

All of the top developers agree that we've only begun to scratch the surface of what this system can really do. There are entire processors inside of the PS2 that haven't even been used in the games we've seen so far. Developers are learning fast though, and by the end of the year we should see a dramatic jump in the quality of games, especially the graphics.

### 7. Sony will drop PS2's price tag to as low as \$199

Sony usually drops the price of its system once a year, and with Nintendo and Microsoft entering the next-generation battle, you'd better believe that Sony will take the kid gloves off. By the time Gamecube and Xbox hit in the fall, Sony should have streamlined production of the PS2 enough to drop the price to at least \$249, and possibly as low as \$199. That would be interesting.

### 8. PS2 will massively boost sales of DVD movies

The PS2 single-handedly jump-started lagging DVD sales in Japan, and in the U.S. it should take an already booming market and blow it out of the water. As Sony is able to pump out more and more units, expect to see DVD movie sales constantly top old sales records.

### 9. Sony's in-house development will really step up

You typically don't think of Sony's own games as being at the level of first-party software powerhouses like Nintendo and Sega. However, with hot titles like *Dark Cloud*, *Gran Turismo 3*, *Sky Gunner*, *Ape Escape*, *Ico*, *Twisted Metal* and more on the way, Sony could be the hottest developer of videogames in 2001.

### 10. Sega will finally develop games for PS2

With Sega's restructuring and new cross-platform strategy, it's only a matter of time before the company puts out big titles for the PlayStation 2. And what's this we hear about *Virtua Fighter X* appearing on Sony's mega-hot new system...?

## TOMONOBU ITAGAKI, TECMO (Team Ninja)

**DOA2 has been an amazing worldwide success. Could we possibly see DOA3 in 2001?**

I've started working on a new type of fighting game, but can't tell if it will be a sequel of the *DOA* series or when it will be released. But I can assure you that this new game will bring on a new revolution in fighting games just like *DOA2* did.

**We've seen a huge drop recently in the number of fighting games released, with very few major hits like DOA2 and Tekken. Why do you feel this is, and what must be done to once again make fighting games the most popular genre?**

Just like shooting, driving and RPGs, fighting games are a must. This genre will live forever. The end of

either one of these genres means the end to computer games.

**How is the new Ninja Gaiden for PS2 coming along, and is it still planned to be unveiled at E3?**

I wish to announce *Ninja Gaiden* as soon as possible, and I hope to show the world in some way next year what it will be like.

## STEVEN CHIANG, EA SPORTS (Executive Producer, Madden)

**You can be humble, but we won't: Madden spanked GameDay on PS2. Do you guys have any idea how you can top yourselves?**

Thanks. We haven't seen *GameDay* yet, so I can't comment on that. We're at the drawing board now for 2002. The nice thing about the PS2 is there is a lot of RAM and process-

ing power, so by optimizing both, we should be able to achieve a lot more.

**Where do you see sports games in 2001, or even 2005?**

Sports games are definitely getting more and more realistic. The added realism definitely attracts football fans, who may not play video games. Realism aside, if the game isn't fun, nobody will play it, so making a fun game is our priority.

**How long before console sports games go online full-force?**

Not soon enough. We need a console to ship with a modem, so we can get everybody connected. Online sports games will still be niche until then. There's no doubt it will be fun. It was fun back in the day with the Genesis and X-band, now we have faster modems and no long distance charges.

## FOCUS: Major Players in 2001

CAPCOM: BILL GARDNER

Capcom has some of the most beloved and longest-lasting videogame series ever. However, many feel that games like *Street Fighter* and *Resident Evil* need to change, to do something radically different, to stay popular. Do you feel this way, and might we see any major shake-ups in 2001?

Yes and No. Yes, I do believe that we must continue to push the envelope and ensure that our franchise products live up to expectations. This will mean that some changes will happen based on product evolution and the onset of more powerful consumer units. If we can do more, then we must do more to ensure that consumers keep coming back.

However, it is also important to maintain brand continuity and recognition. For example, if a consumer purchases a *Resident Evil* title, they expect a certain level of quality and game atmosphere. We must continue to innovate without losing the essence of a product line. This is a big challenge, but one we are dedicated to achieving.

**Capcom has been a strong Dreamcast supporter, especially with its fighting games. Next year, is there a chance that we'll see the Street Fighter IIIs and the Vs series on PS2? And along those lines, is Capcom considering the new PS2-based arcade technology?**

There have been no official plans yet on either question. We will certainly continue to bring *Street Fighter* games to gamers as long as they demand them. Much of this will be found in new development, but there certainly is a good chance that we will bring some of our more popular titles to the PlayStation 2. We are currently examining the PS2-based arcade technology but haven't made any solid plans yet.

**Zombies and Survival Horror ruled the PSone — what ideas or central philosophy will define Capcom on the PlayStation 2?**

I'm not sure what "philosophy" will define Capcom on the PS2, but I can tell you that we have developed a philosophy of making quality games. Certainly Survival Horror will remain a key element to Capcom's success, but we will continue to diversify and experiment with genres and gameplay styles. Our best games are always developed on the premise of making a 'great game'. We will continue to focus on and embrace creativity and imagination. Those are ingredients in any top-selling title, no matter what system they're on.



Nobody gets  
**NHL FaceOff 2001** before we do.

Nobody gets  
**Army Men Sarge's Heroes 2**  
before we do.

Nobody gets  
**The Bouncer** before we do.

Nobody gets  
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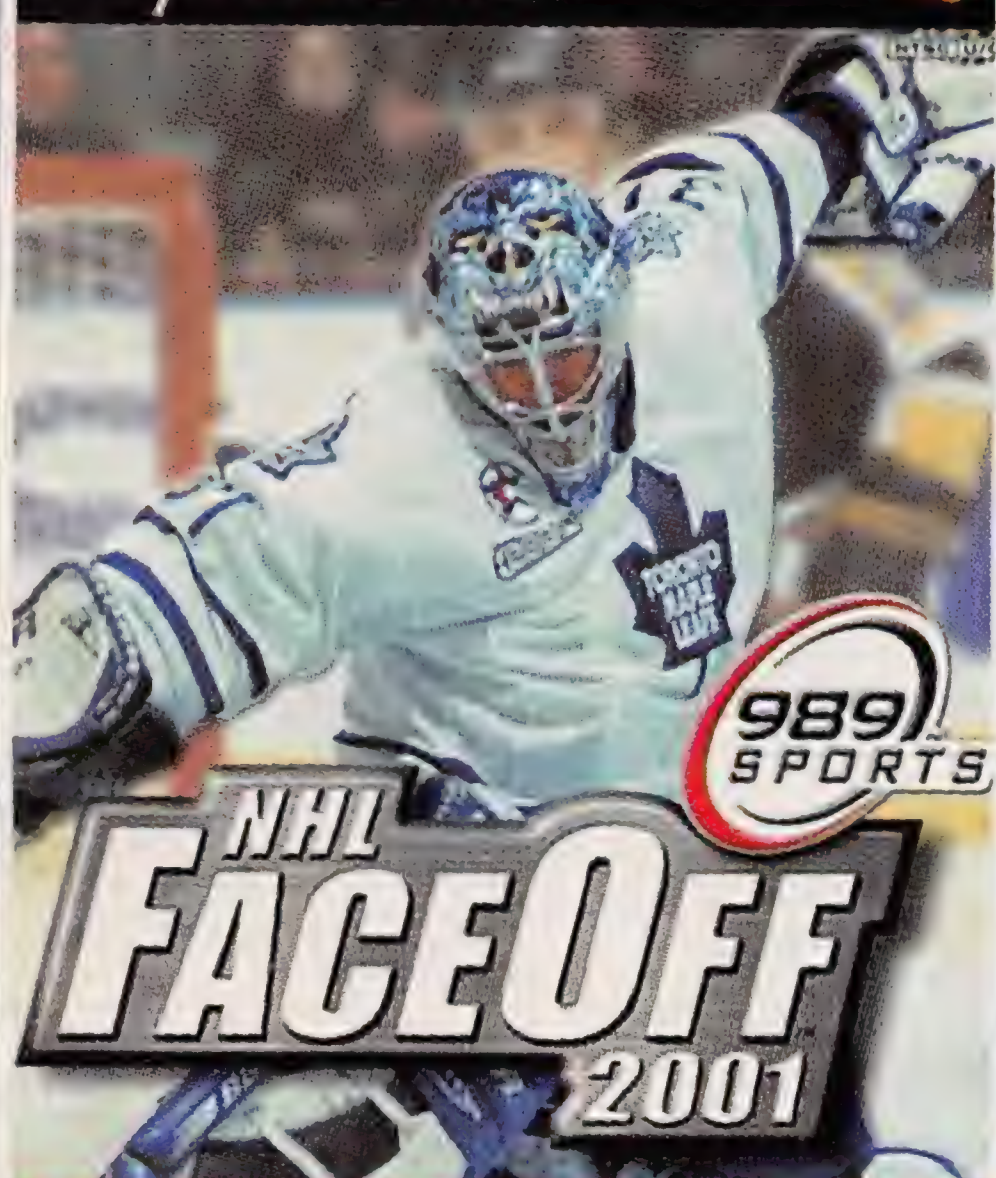


# NHL FACEOFF 2001

989 SPORTS

## Whoa, That's One Wicked Slapshot.

PlayStation 2



Machine: PS2 Publisher: Sony/989 Sports  
Genre: Sports # of Players: 1-8  
Release date: December, 2000

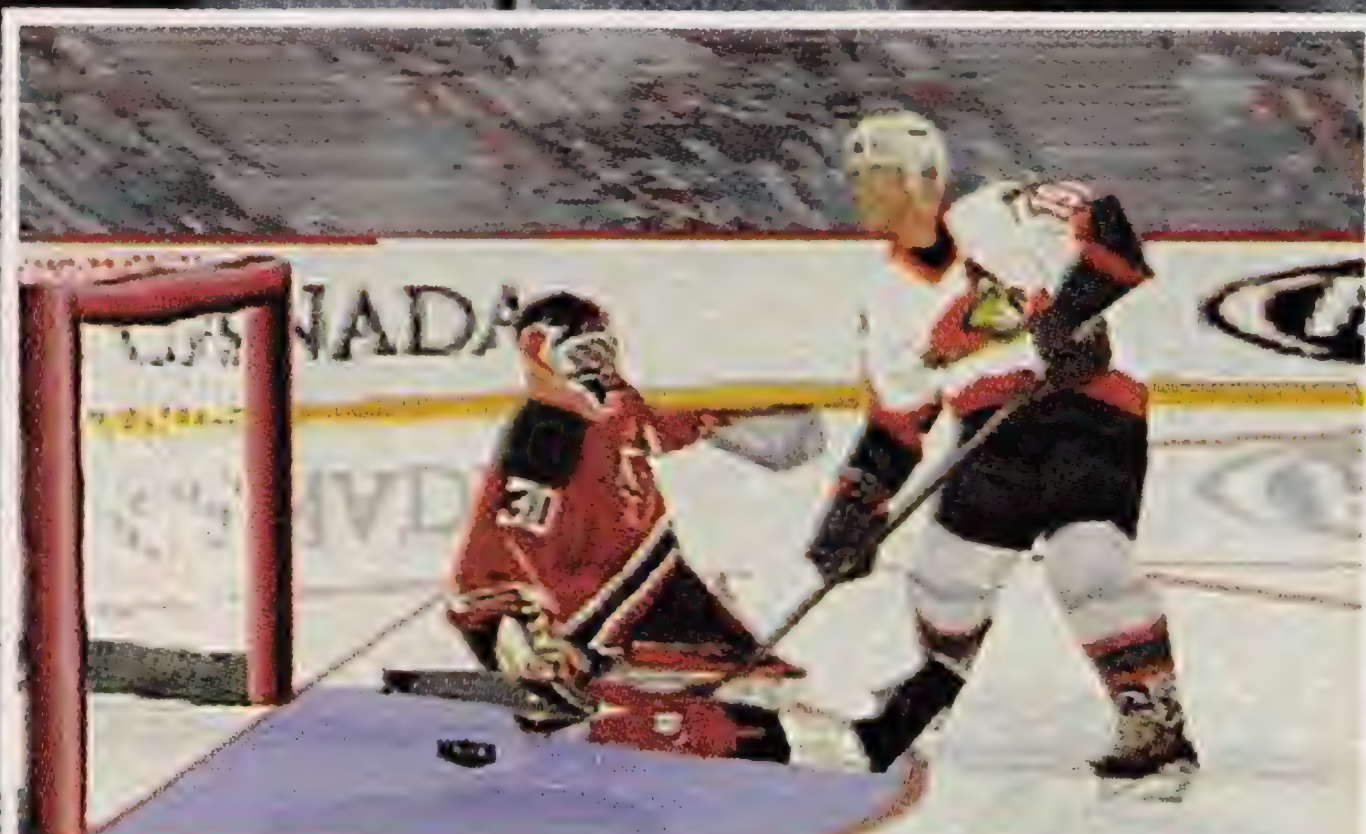
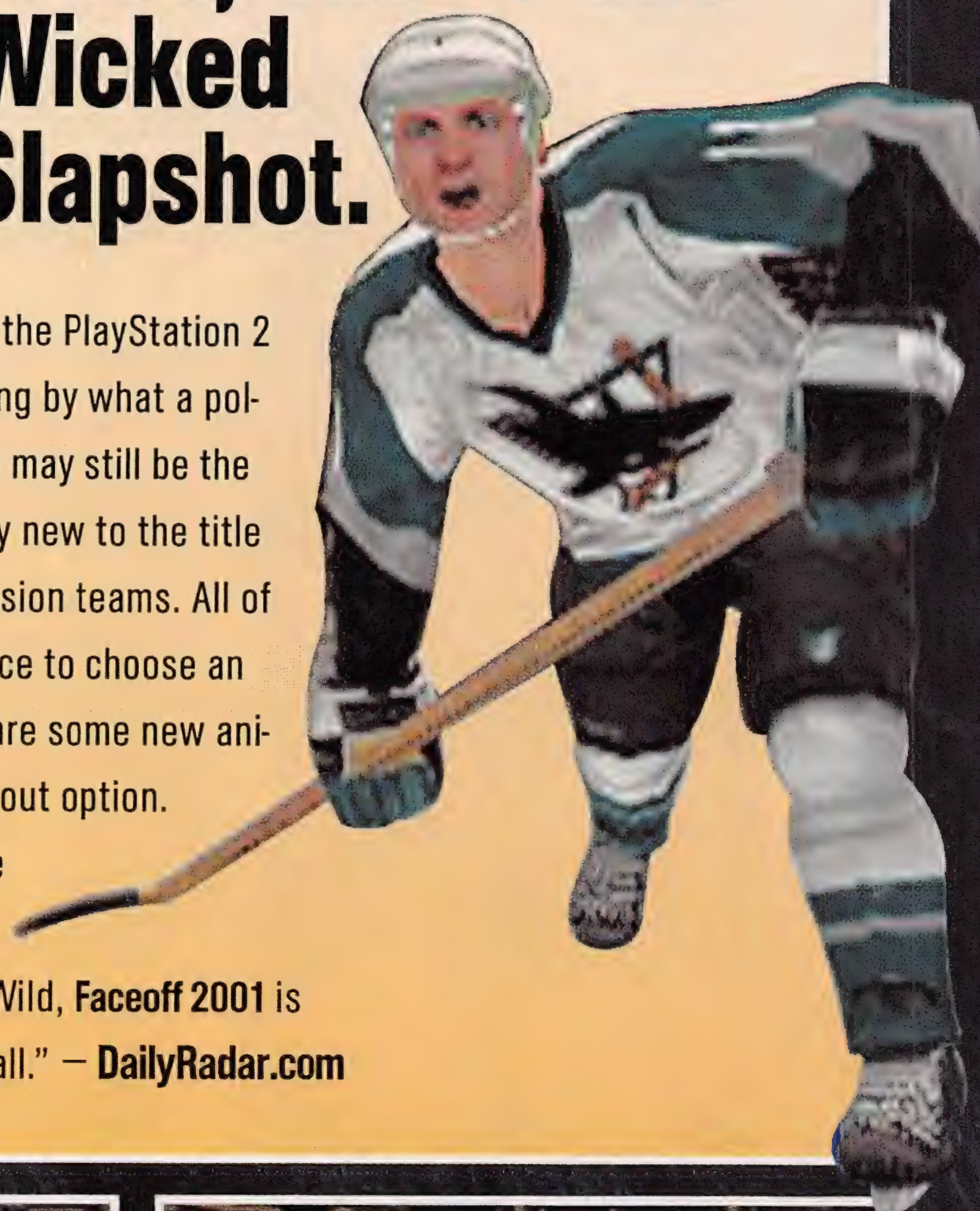
"The first hockey game on the ice this year for the PlayStation 2 is Sony's very own **NHL Faceoff 2001**, and judging by what a polished titled it is, by the time the others arrive it may still be the only one standing. There is nothing significantly new to the title this year except the addition of two new expansion teams. All of the options are in the game, including the chance to choose an arcade or simulation version of hockey. There are some new animations, a new practice mode and a new shootout option.

But whether you want to play some insane face

shinny on international ice or

grind it out over 82 games as the Wild, **Faceoff 2001** is

an outstanding title that can do it all." — **DailyRadar.com**



The new Shoot Our mode allows you to go one-on-one with the best goalies in the NHL.



Perfect your passing, shooting, skating and checking skills with the new Practice mode.



New Line Manager mode allows you to select from 12 different offensive and defensive strategies.



This awesome stand from Pelican holds your PS2 upright, 6 PS2 games and 2 memory cards.

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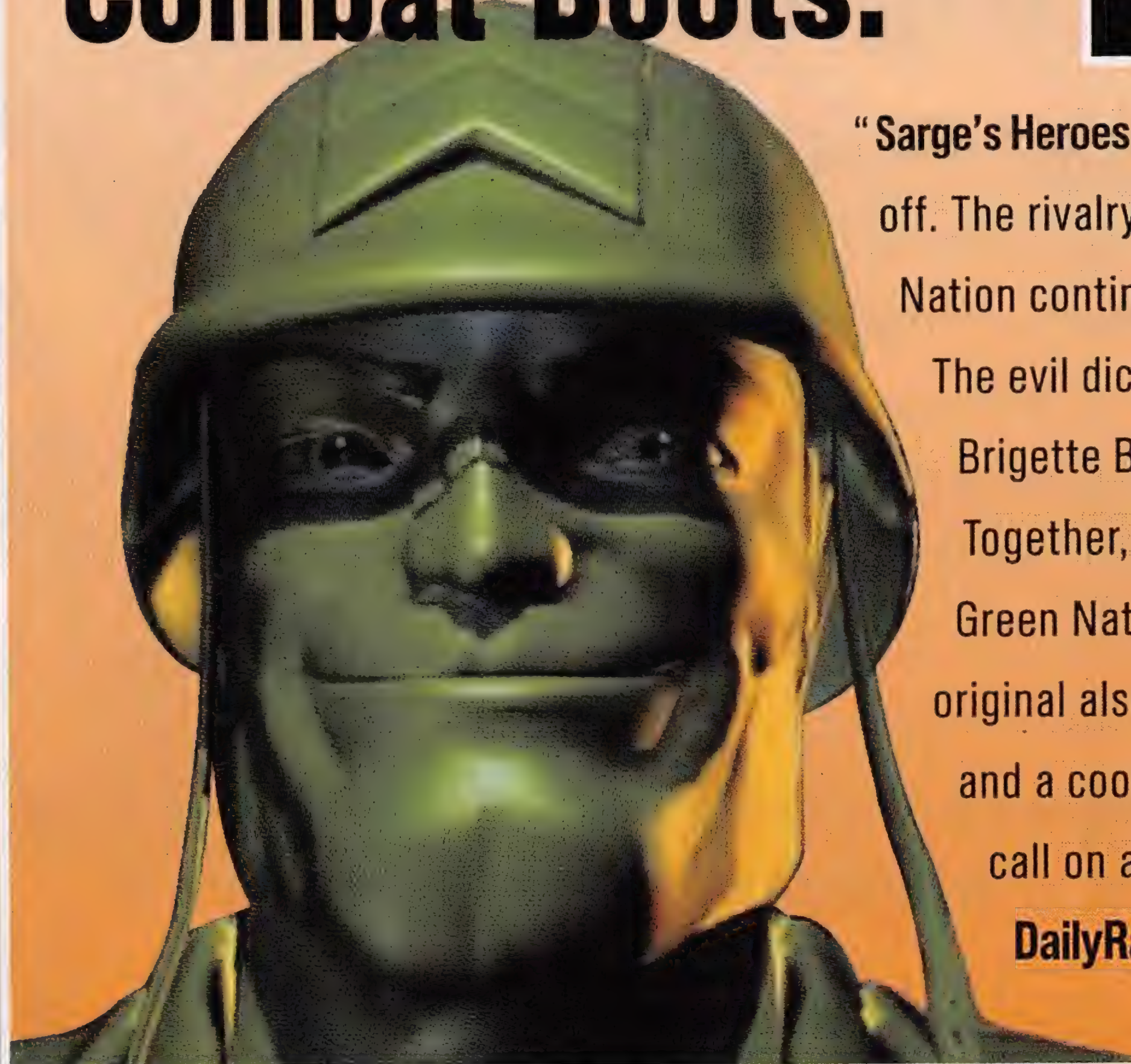
**Babbage's**

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# Finally, A Decent Excuse To Wear Combat Boots.

## ARMY MEN *Sarge's Heroes 2*



"Sarge's Heroes 2 picks up right where the original left off. The rivalry between the Tan Army and the Green Nation continues, but a new foe has been introduced. The evil dictator, Plastro, has found an ally in Brigitte Bleu, a spy from the Blue Nation. Together, they plan the demise of the righteous Green Nation. The numerous weapons found in the original also resurface, with a few new additions, and a cool new option allows you to call on air support." —

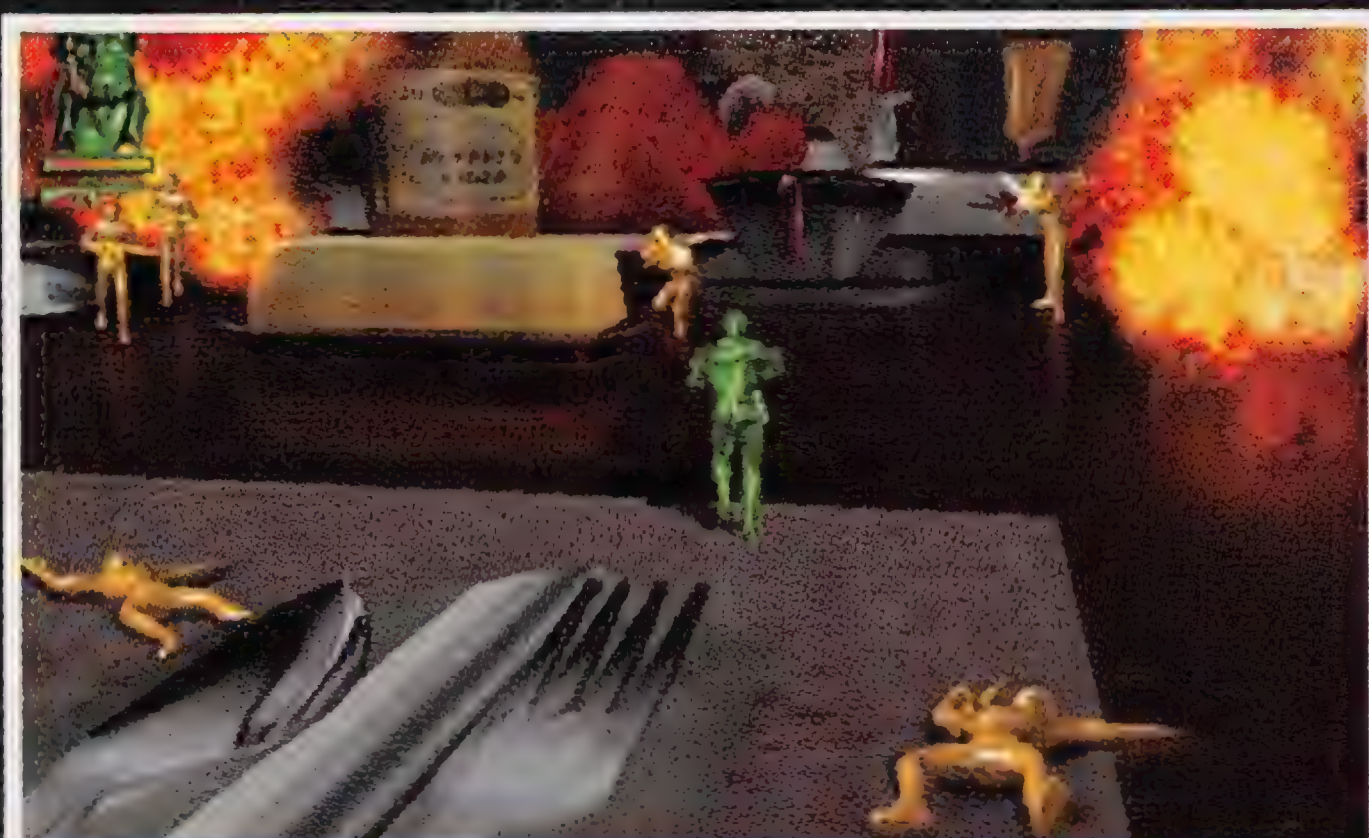
DailyRadar.com



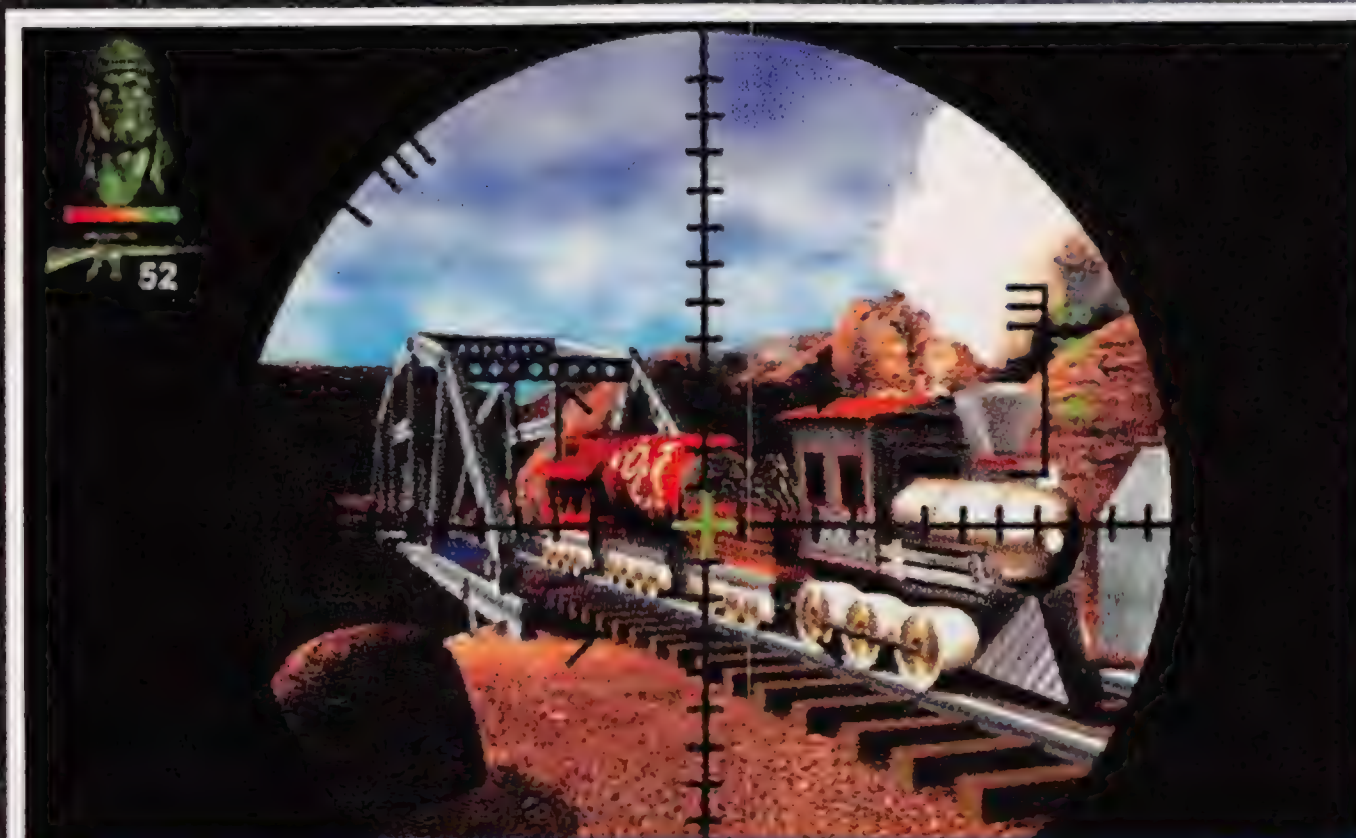
PlayStation.2



Machine: PS2 Publisher: 3DO  
Genre: Action/Strategy # of Players: 1-4  
Release date: December, 2000



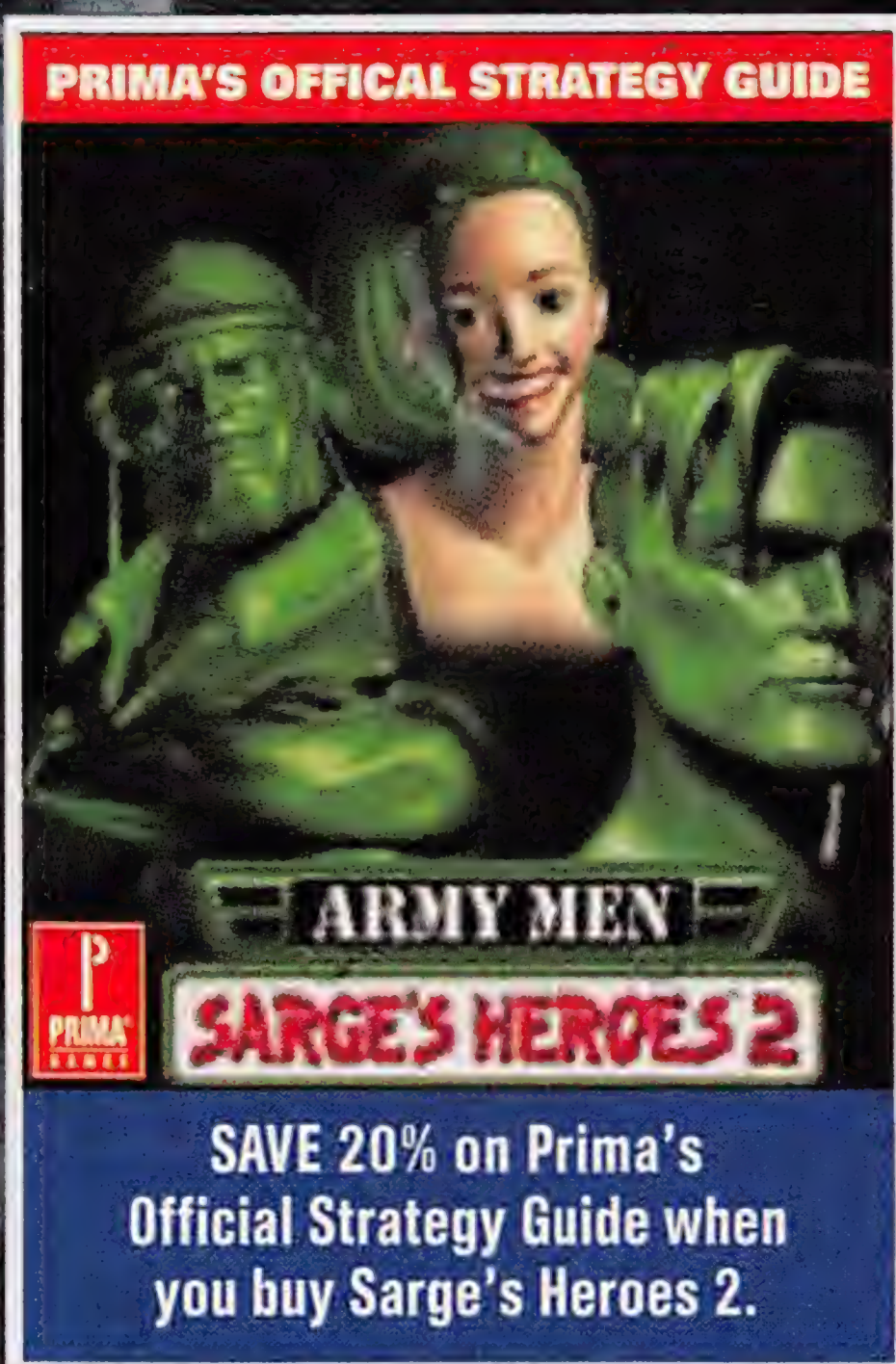
Tiny soldiers track across your flatware.



Put the baddies in the crosshairs.



Is that any way to treat dinner guests?



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Mad Catz. The premier controller for  
the PS2 has arrived.

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## Not Your Typical Night Out



"The beautiful Dominique has been kidnapped. Will you leave her rescue to Fate? One of the first PS2 games ever revealed to the public, **The Bouncer** is a gorgeous beat-'em-up title that was responsible for creating huge expectations around Sony's new system. Get ready for a cinematic action experience like no other. Battle through the mean streets of the future within amazingly realistic, interactive environments like you have never experienced



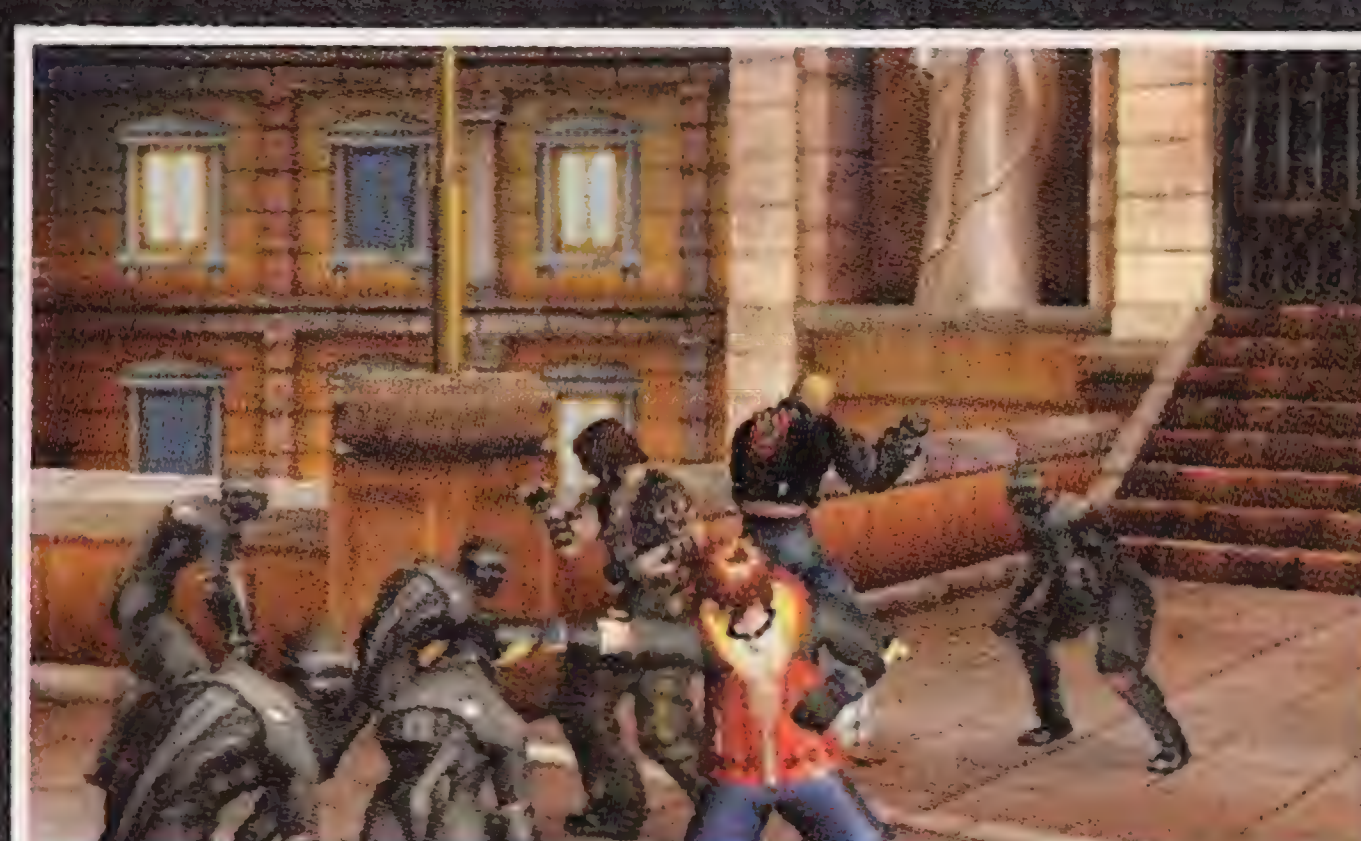
before. An incredible storyline and visuals await those who cross into the Dog Street." — **DailyRadar.com**



The real-time action is incredibly impressive.



Prescribed sequences flow seamlessly in and out of the action.



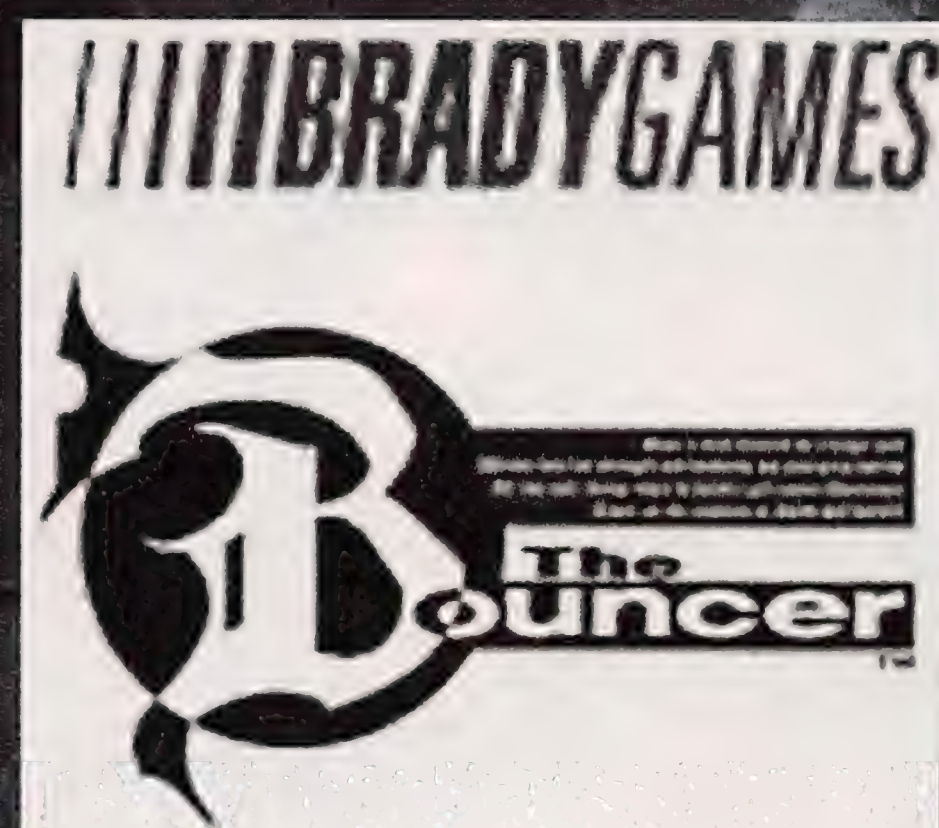
Demons, mutants and magic highlight this inspired fighter.



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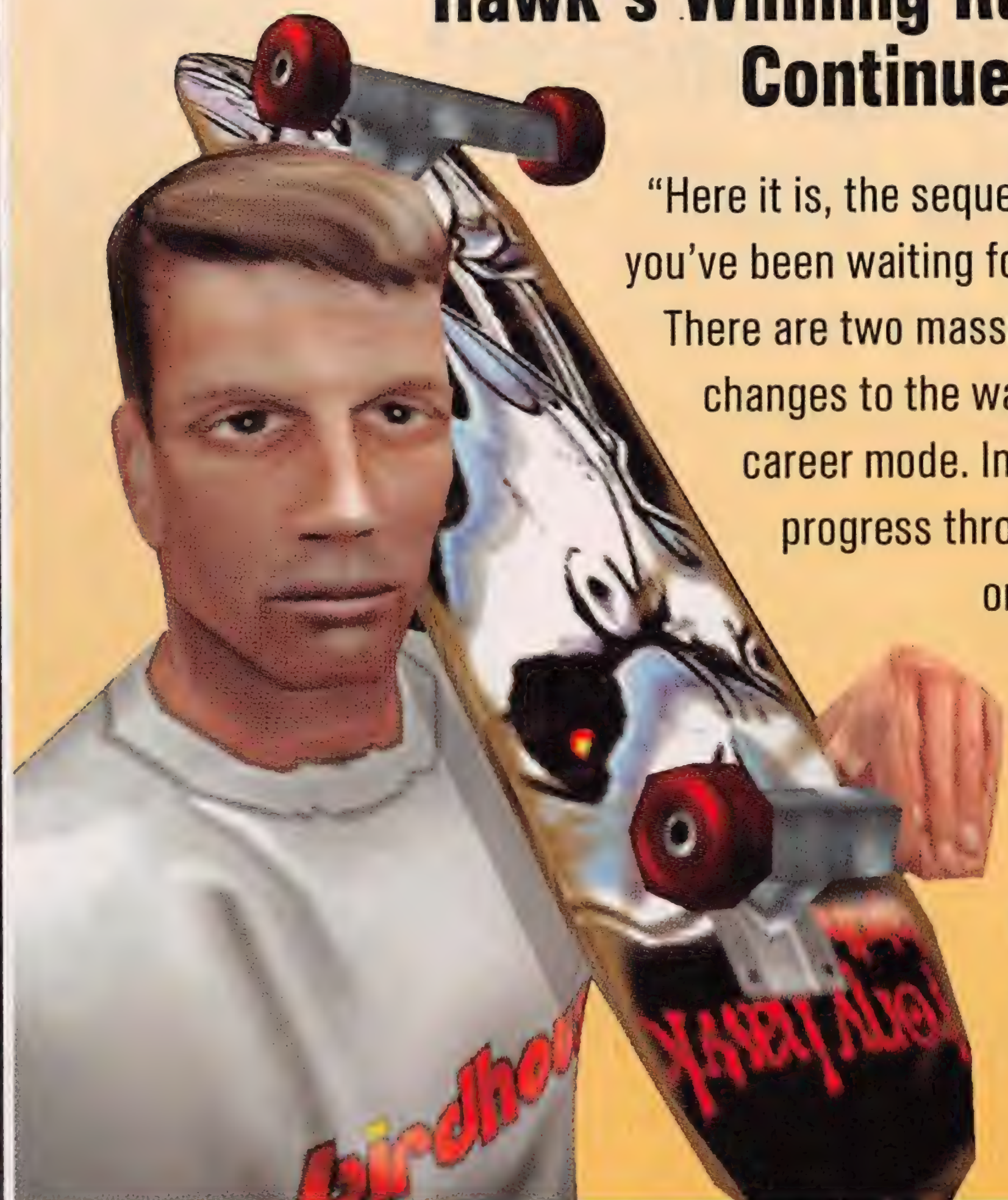
**Babbage's**

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# Tony's On a Roll.

Hawk's Winning Run Continues.



"Here it is, the sequel you've been waiting for.

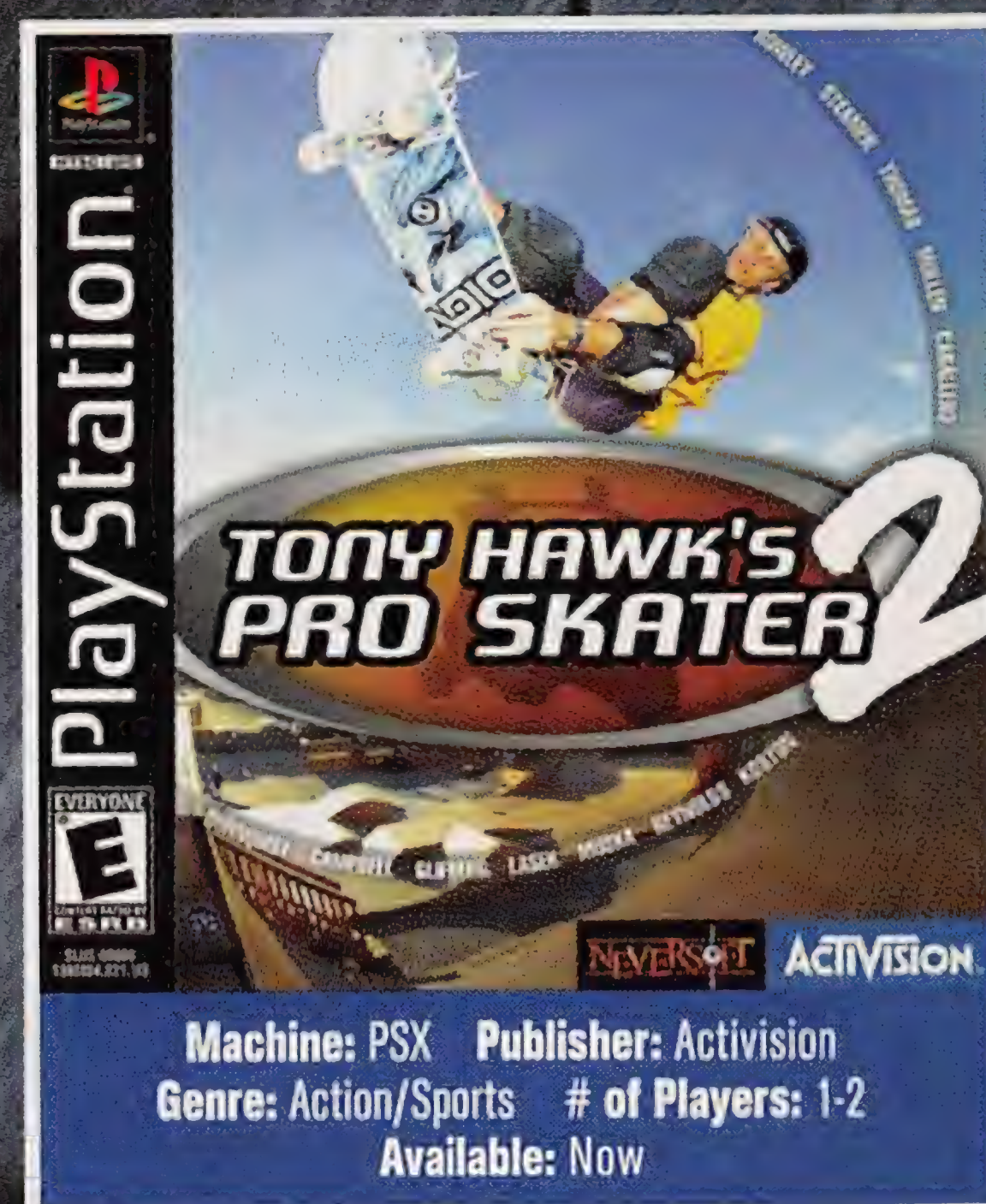
There are two massive

changes to the way the game plays. The first is the enhanced career mode. In the first game, you earned videotapes to progress through the game. In this sequel, the emphasis is on cash. You still have to achieve the same type of weird goals, but these are each worth money. The second update, and the thing that guarantees that this is the greatest experience to date, is Create-a-Park. With

Tony Hawk's Pro Skater 2, the possibilities are wide open — just like your mouth when you pull your first 900." — **DailyRadar.com**



# TONY HAWK'S PRO SKATER 2



Machine: PSX Publisher: Activision  
Genre: Action/Sports # of Players: 1-2  
Available: Now



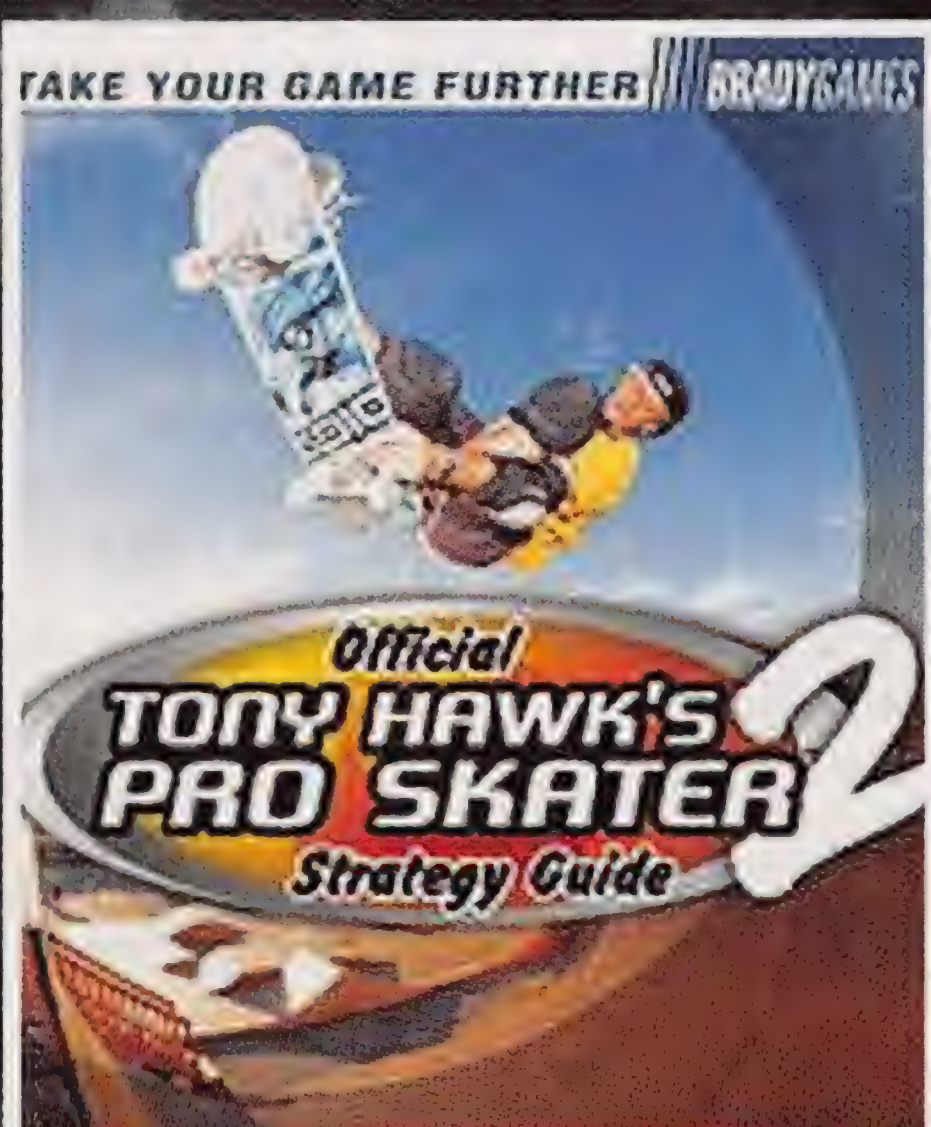
Tony Hawk promises new parks, courses, tricks and skaters.



Players can create skateparks on the fly using this killer skatepark editor.

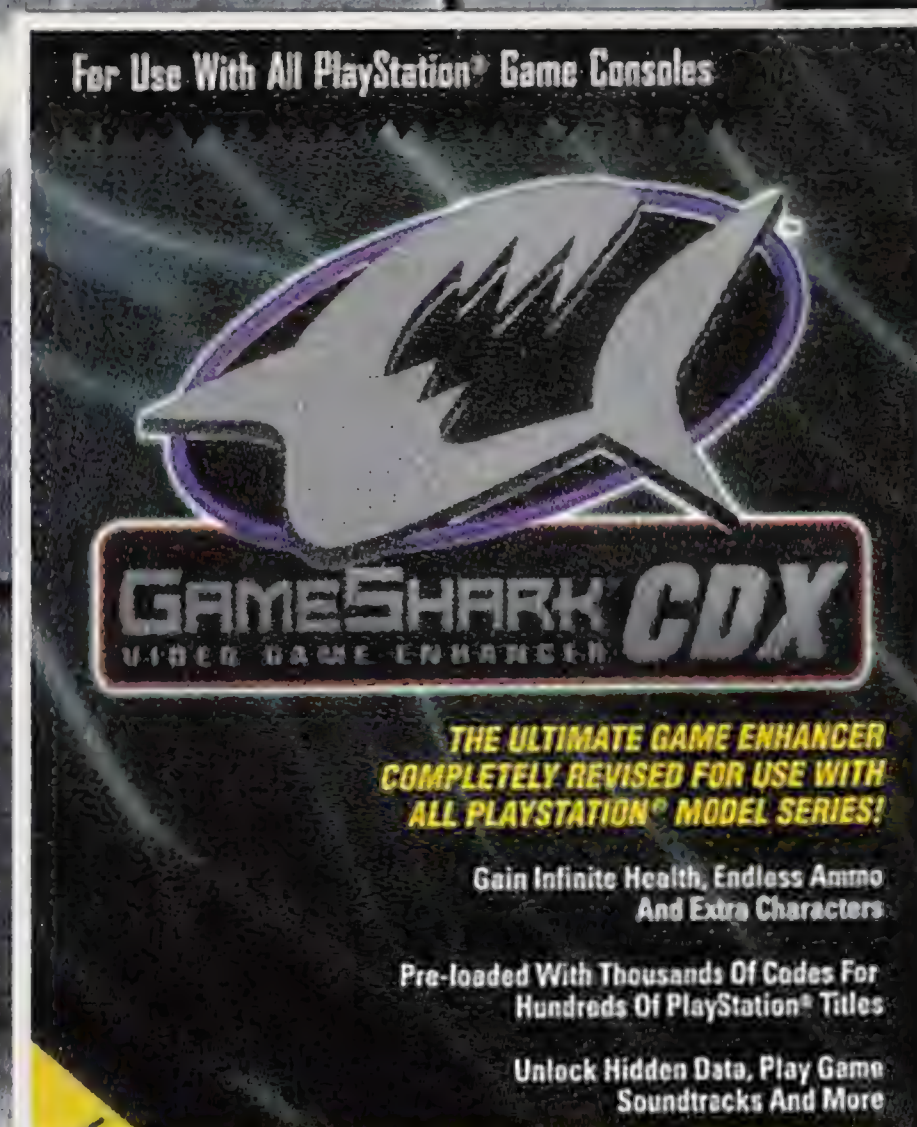


Better graphics and new moves pump up the already great gameplay.



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# FINAL FANTASY IX

ファイナルファンタジーIX

**You Didn't Really Want To Sleep Tonight, Did You?**

"Final Fantasy IX is the final

game in the series to appear on the PlayStation console. It is a return to the days of medieval knights black images. Some people have complained about the futuristic themes of Final Fantasy VII & VIII, but with **Final Fantasy IX**, they'll have nothing to complain about anymore. Join Zidane, Vivi, and the rest of the crew on this grand adventure of mystery, magic, and sleepless nights!" — **DailyRadar.com**



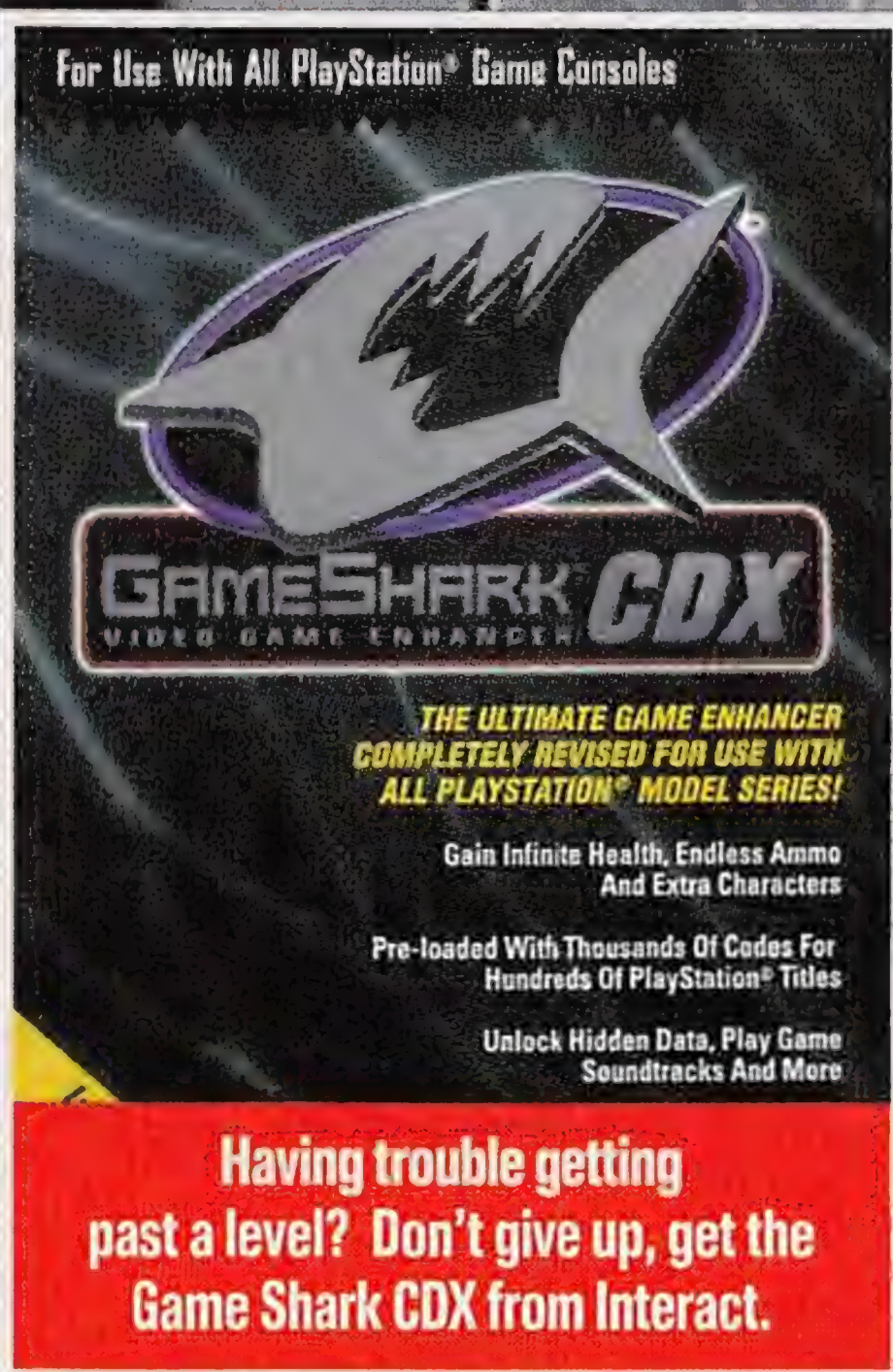
Create a party of 4 from a cast of 8 unique characters.



Use a variety of weapons, magic, and monsters in your quest of good over evil.



New point-based spell-casting system and item-based ability-learning system.



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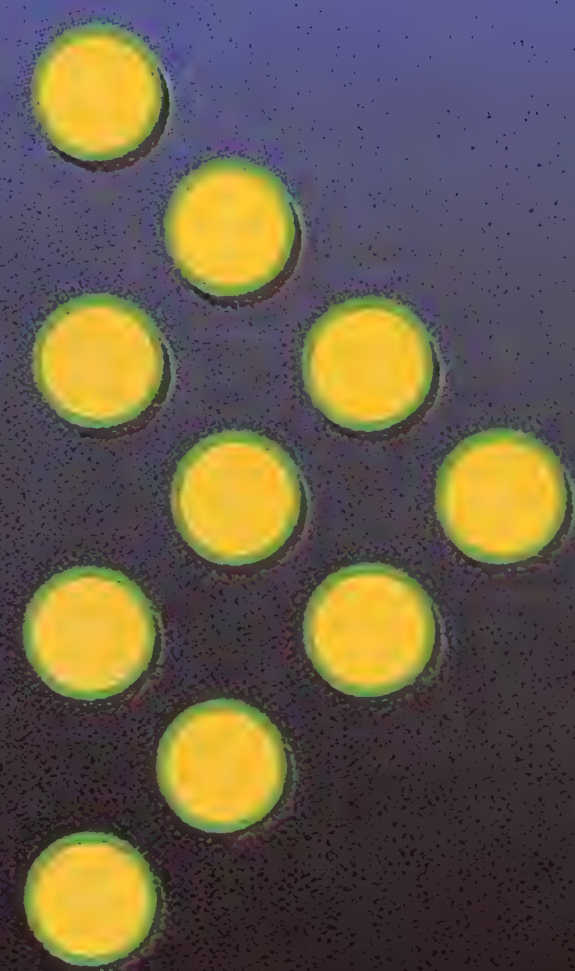
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# PREVIEWS

Your first look at the hottest new games

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## PORTAL RUNNER

Army Men's green-haired bombshell busts out in her own adventure **pg. 82**

## HOT GAMES

Don't waste a second, turn on over to these big games NOW!



78 ► The Bouncer



70 ► Onimusha: Warlords



80 ► Evil Dead: Hail to the King



PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
CAPCOM	CAPCOM	MARCH	ACTION/ADVENTURE	1	TBO

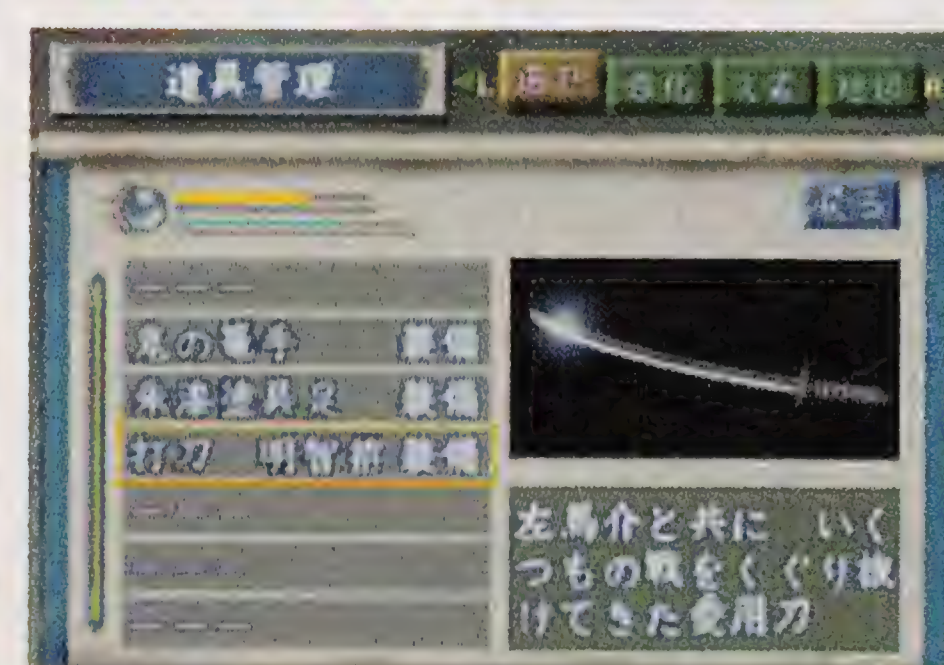
PS2

PERCENT COMPLETE

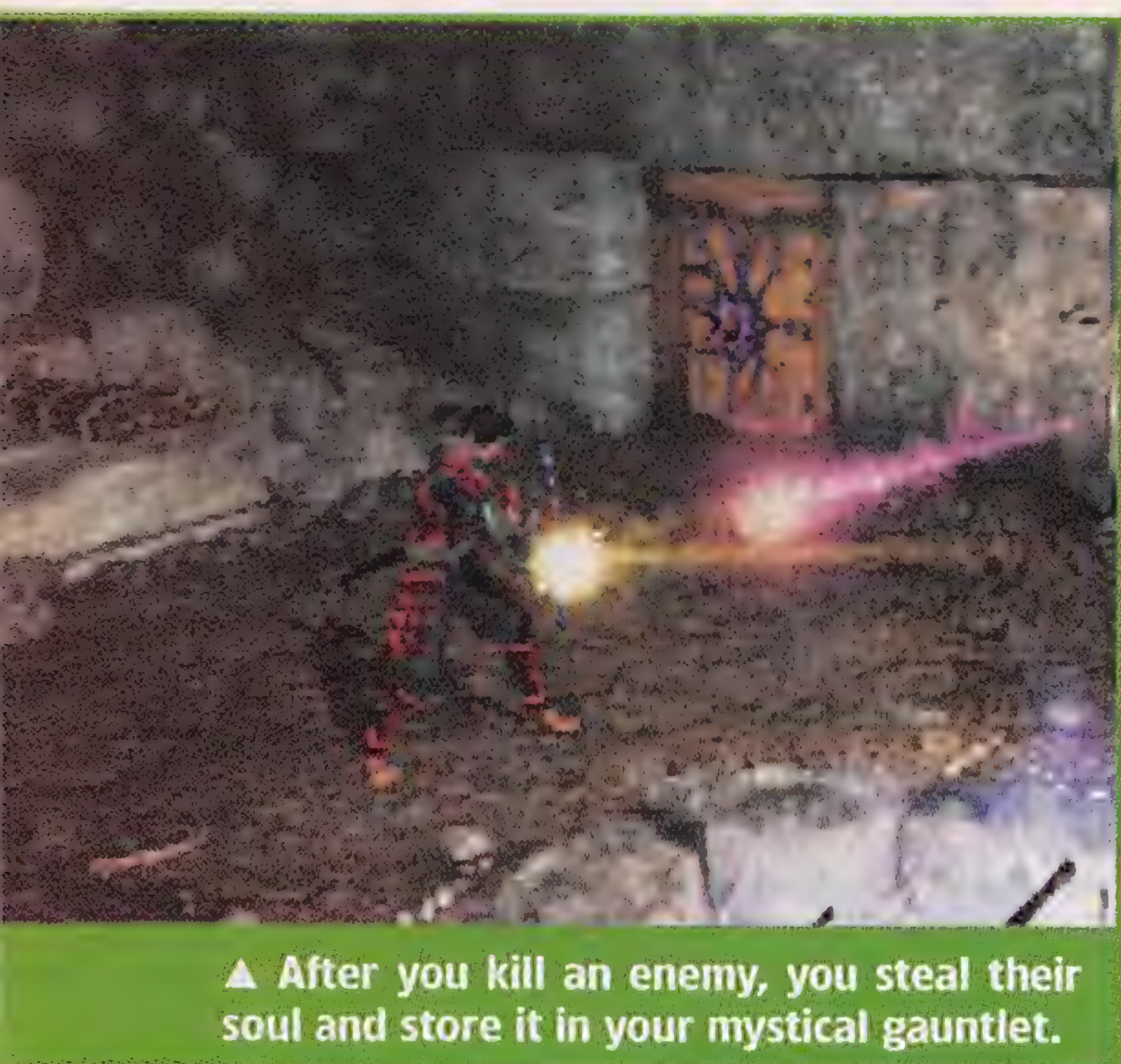
65%



▲ This big nasty monster is a real pain on your side early on — he kidnaps your girl, and repeatedly beats the hell out of you. It isn't too long before you score some payback, though.



▲ The game places a lot of emphasis on managing a large inventory of items.



▲ After you kill an enemy, you steal their soul and store it in your mystical gauntlet.

# ONIMUSHA

*It's not just another Resident Evil game*

change everything at the last minute. Just kidding, Capcom.

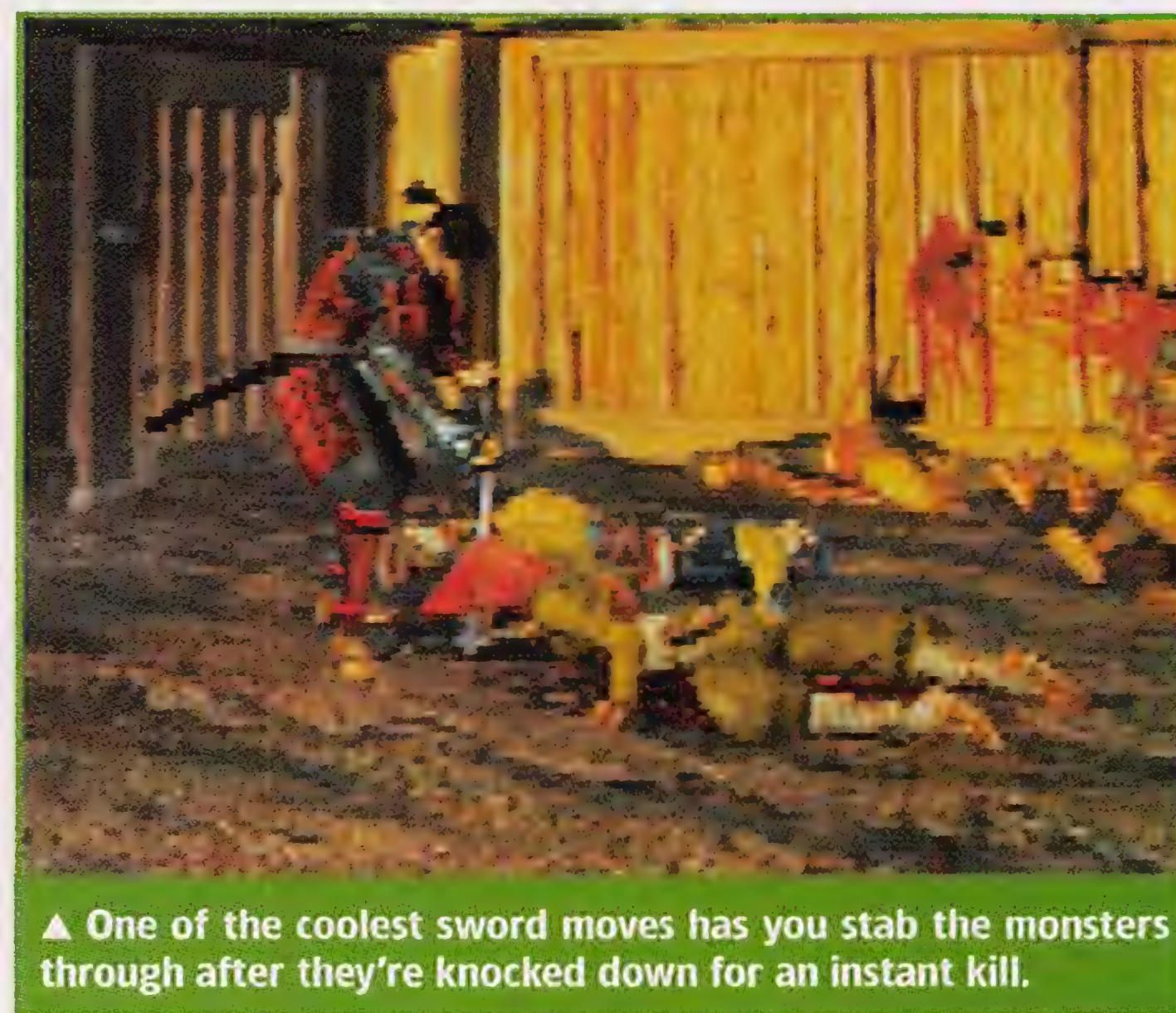
Anyway, while feeling a bit like *Resident Evil* on the surface, *Onimusha* plays more like an action title with a few adventure elements. There's definitely more of a focus on swordplay than puzzle solving. It also feels a lot more cinematic than past Capcom games, with numerous cut-scenes and dramatic fights that will blow you away.

As we mentioned last issue, the game does use pre-rendered backgrounds rather than polygonal ones, but you can hardly tell. That's because the clever designers at Capcom did such an amazing job of adding polygonal elements to the different

environments. As for the characters, they're simply breathtaking when you see them on a good TV. The lead character, a samurai by the name of Ekechi Samanosuke, sports over 10,000 polygons all by himself, and is far more detailed than any other past video game character.

The controls for *Onimusha* are pretty straight forward and resemble *Resident Evil* in a lot of different ways. However, there are quite a few more

options available to you during combat sequences. The R1 button is used to lock-on to your opponents and keep ▶



▲ One of the coolest sword moves has you stab the monsters through after they're knocked down for an instant kill.

**I**n past previews, we've revealed a lot about the background story and general info of *Onimusha*. However, since the game was constantly evolving, it was hard to get a grasp on exactly what the finished product was going to play like. Fortunately, we just received a brand-new demo from Capcom that gives us a very good idea of what to expect. That is, until the developers decide to completely

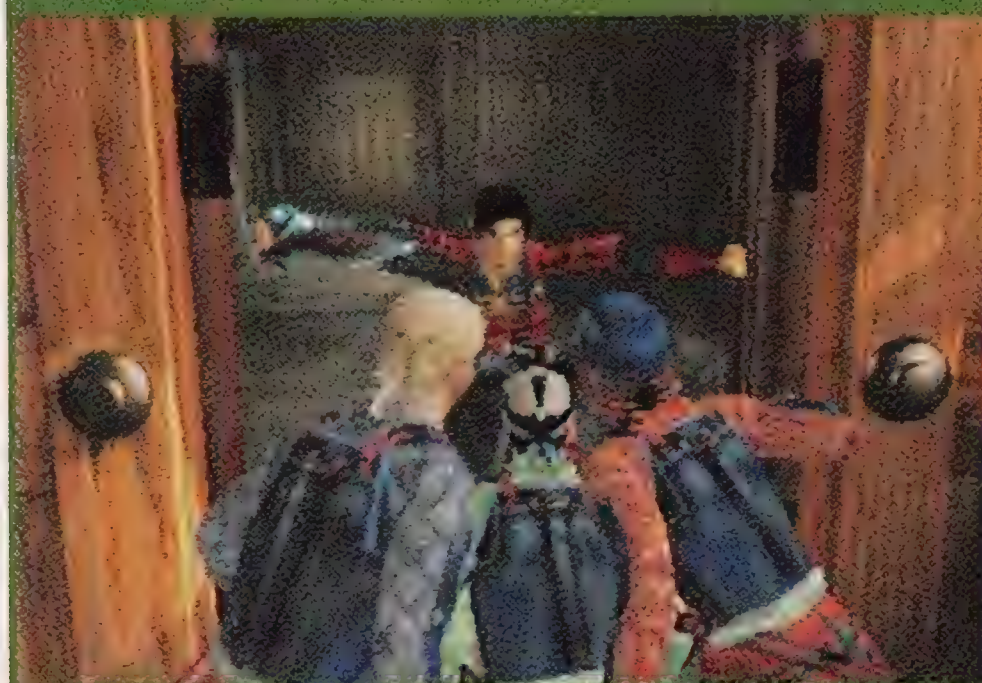


## BATTLE TACTICS

Since combat plays such an important role in this game, there are a couple of useful tactics that you'll need to learn that can mean the difference between life and death.



▲ Getting your opponent trapped against a wall is a good tactic because it leaves them with no place to go.



▲ When attacked by multiple enemies, keep them all in front of you. If one gets behind you, move to a better position.

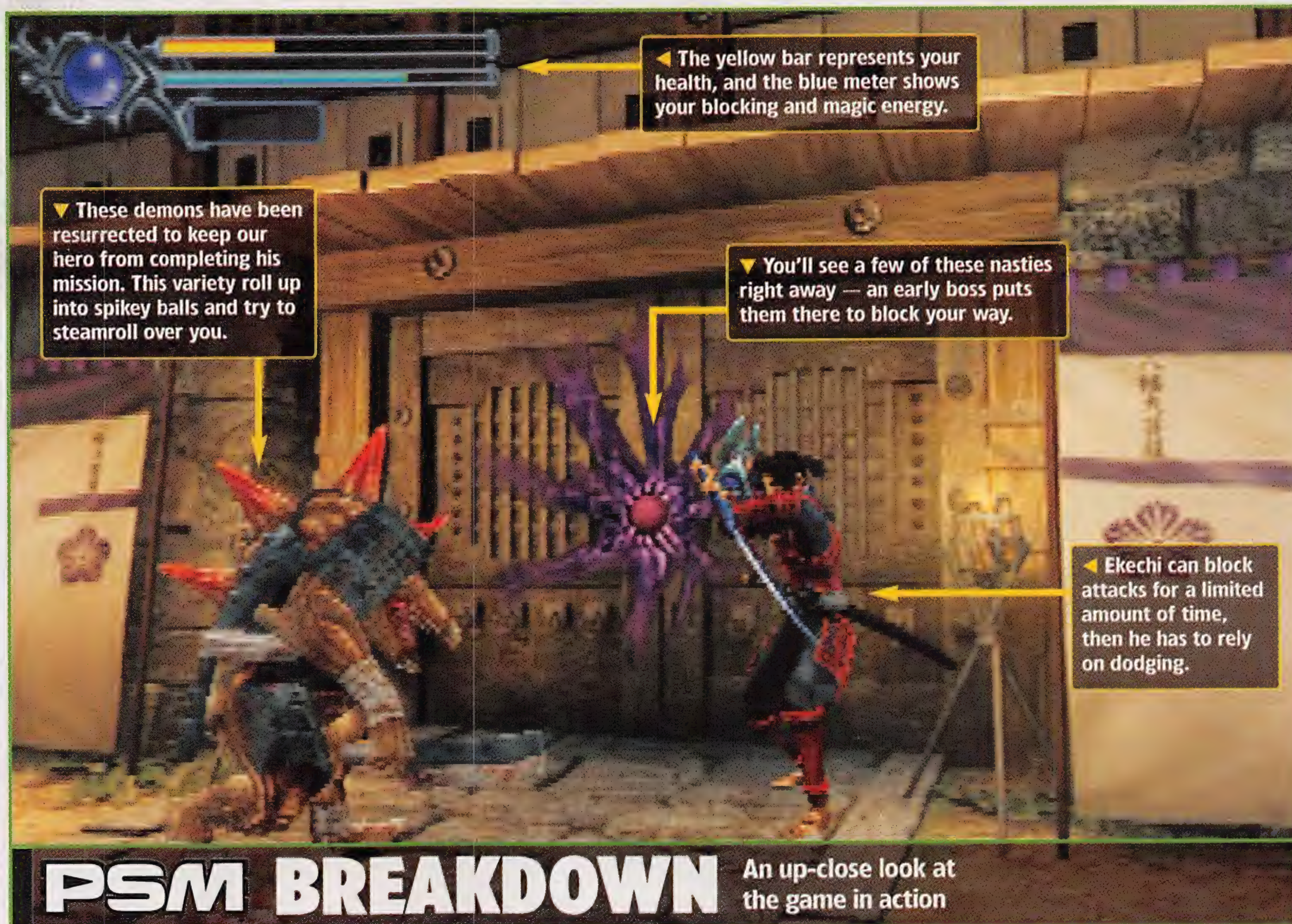
◀ Ekechi facing towards them. The R2 button makes him rotate 180° and L1 allows him to block certain attacks. The thing about the blocking, though, is that you can only do it for a limited amount of time. There's a meter that slowly runs down and, once it's empty, you can no longer defend against any attacks; you have to dodge them. That aspect should add a little bit of strategy into the mix of the action.

The more we get to see and play *Onimusha*, the more excited we get about it. To be honest, we originally thought that the game was going to end up being just a Samurai-style *Resident Evil* title; however, it's shaping up to be more than that, which is great news. While the *Resident Evil* series is great, it's always good to get our hands on something new. This could very well be the start of a brand-new franchise. Now, if Capcom would just send us a full version of the game, we could get even more excited (hint, hint!).

► Stephen Frost

## the BUZZ

At first we thought the game would just be a *Resident Evil* clone with more action, but *Onimusha* is much better than that.



▼ These demons have been resurrected to keep our hero from completing his mission. This variety roll up into spikey balls and try to steamroll over you.

◀ The yellow bar represents your health, and the blue meter shows your blocking and magic energy.

▼ You'll see a few of these nasties right away — an early boss puts them there to block your way.

◀ Ekechi can block attacks for a limited amount of time, then he has to rely on dodging.

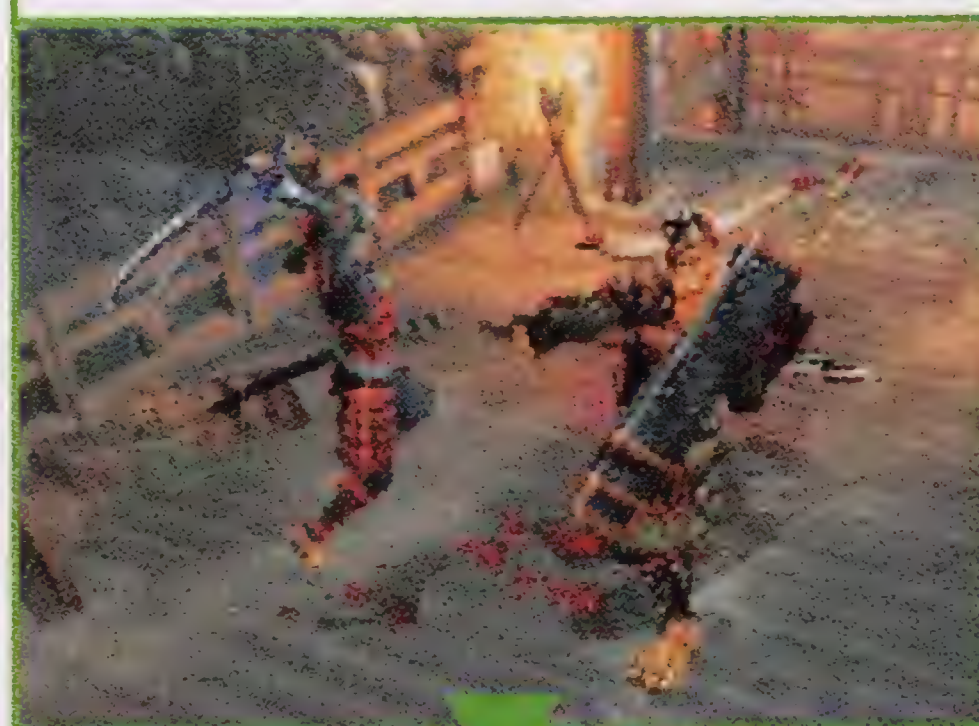
## PSM BREAKDOWN

An up-close look at the game in action

“While feeling a bit like *Resident Evil* on the surface, *Onimusha* plays more like an action title with a few adventure elements”

## NOT JUST A SWORD...

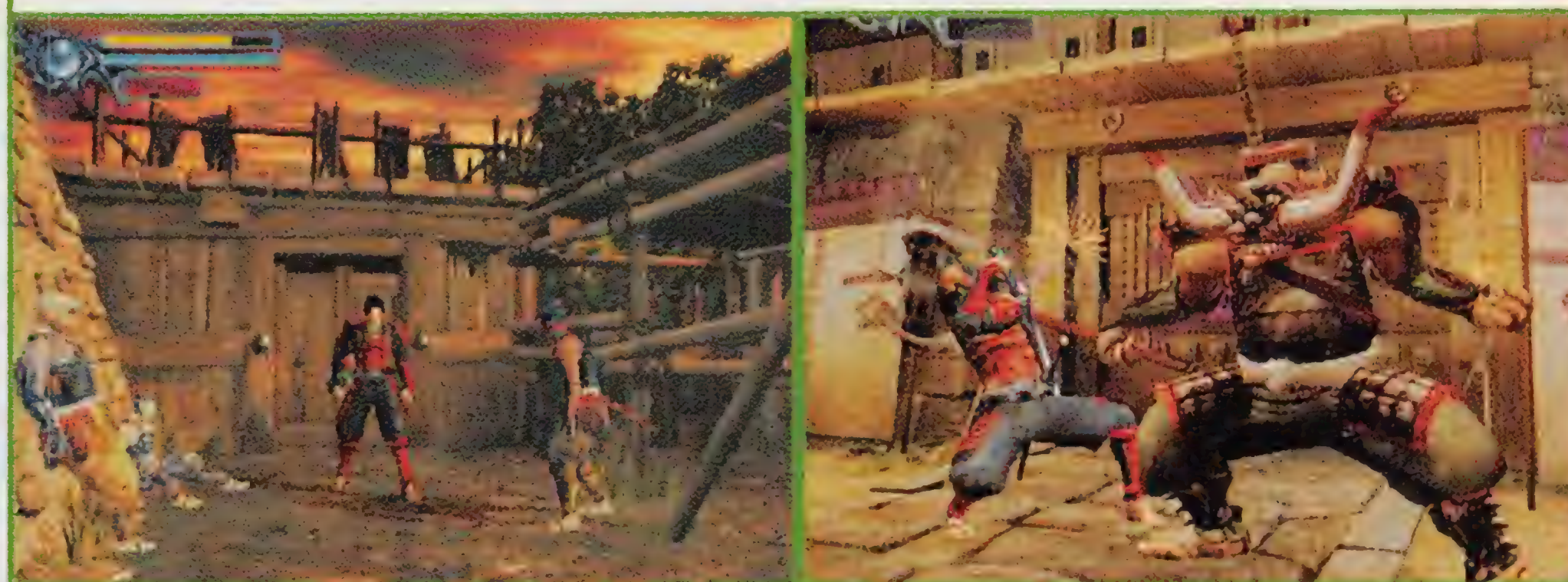
While Ekechi can use his sword like a normal weapon, he can also funnel energy through it in order to perform powerful special attacks. Even cooler, you gain the energy by stealing the souls of your enemies.



▲ You'll want to keep your energy charged up to perform special attacks.

## IT JUST LOOKS SO DAMN GOOD!

While most of the PlayStation 2's launch titles looked good, none can match the overall visual power of *Onimusha*. By using pre-rendered backgrounds, Capcom was able to cram so much more detail into the environments. Not only that, but not having polygonal backgrounds allows for far more polygons to be used in the character models. The end results are very impressive, to say the least.



▲ The backgrounds are simply breathtaking. We haven't seen anything rendered in any more detail, not even in computer-generated movies. We wanna see even more!



▲ The background detail isn't just pretty to look at; the best part is that it really pulls you into the feeling of the game. From dusk 'til dawn, you'll feel like you're really there.



# *The Fighting Legend NOW on the PlayStation®2 Computer Entertainment System*

4 Modes of play –  
Original, Arena,  
Character Edit  
and Training



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ANIMATED VIOLENCE



# STREET FIGHTER<sup>®</sup> EX3

*Capcom's legendary fighting series heralds a new generation of games in Street Fighter EX3. Awe-inspiring realism and unbelievable graphics bring the world of Street Fighter to life in this amazing tag-team free-for-all. Choose from 16 characters to play 1-on-1, 2-on-1 and even 1-on-3 battles!*



PlayStation<sup>®</sup>2

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PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
UBI SOFT	UBI SOFT	DECEMBER	PLATFORM	1	EVERYONE

PS2

PERCENT COMPLETE

80%

## DONALD DUCK: GOIN' QUACKERS

### PS2 gets one of its first platformers

**D**isney-philies won't have to wait long to get their first taste of cartoon-style platforming action on PS2. Due for release in December, *Donald Duck: Goin' Quackers* plunks the hot-tempered water fowl smack dab in the middle of a *Crash Bandicoot*-style action game, with ultra-colorful graphics and highly detailed characters.

Donald himself will have some fairly basic controls: jump and attack. However, his moods will actually factor into gameplay. If he gets hit, he'll get angry and temporarily have the ability to plow through enemies unscathed. Grab a power-up and he can perform extra-strong attacks.

The levels, which span forests, city streets, and other colorful locales will be linear in nature, with 3D and side-view scrolling variations. Like the *Crash* games, they'll be hub-based, and after completing each "world" Donald will go up against a pesky boss character.

Though it looks geared towards the younger set, platforming fans of all ages will probably want to keep their eyes peeled for this one. We'll have a full review soon.

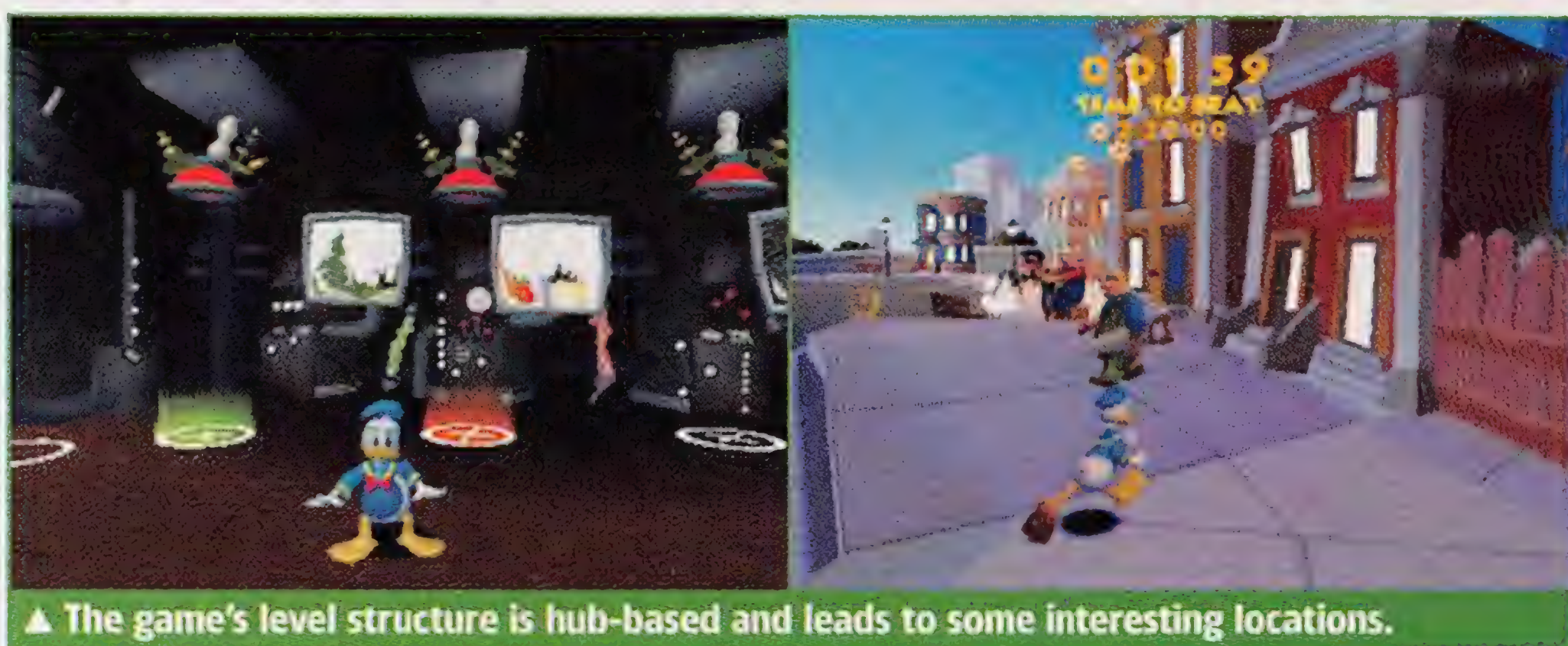
► Randy Nelson



▲ Donald's attacks will be accomplished with one button, but he'll also use combos.



▲ Comical bosses put up one hell of a fight.



▲ The game's level structure is hub-based and leads to some interesting locations.

### the BUZZ

While Donald's actions may at first appeal to younger gamers, *Goin' Quackers* may ultimately prove fun for all platform fans.

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
SONY	SCEA/INCOGNITO	SUMMER	CAR COMBAT	1-4	MATURE

PS2

PERCENT COMPLETE

50%

## TWISTED METAL: BLACK

### New screens of Sony's car combat comeback



▲ The game has an action-movie feel.

**T**he latest installment in Sony's legendary *Twisted Metal* series finally has a "date" of sorts; it'll be coming out in the summer of 2001, just as the non-

interactive sort of action blockbusters are hitting theater screens nationwide. Unfortunately, beyond revealing a release period for the title, Sony hasn't really provided any new details about gameplay or content.

What is known is that the game's developers have mentioned that they're finally able to work ideas left out of *Twisted Metal 1&2* into *Twisted Metal: Black*, presumably because they were too ambitious for the PSone hardware. It's also being promised that this will be a far deeper and more

strategic game than the first two.

This game will have a serious dark streak, and the special effects (check out that rain) are already looking great. Even though it won't be out for a while, you can bet that we'll have more on *Twisted Metal: Black* just as soon as it's announced.

► Randy Nelson

### the BUZZ

We can't say for sure whether it'll be great or not, but these early screens certainly show *Twisted Metal: Black's* promise.



▲ Are stained glass windows and explosive human hood ornaments dark enough for you?



▲ The particle and weather effects look right at home on PlayStation 2.



PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
INFOGRADES	ANGEL STUDIOS	SUMMER 2001	RACING	1-2	EVERYONE

PS2

PERCENT COMPLETE

70%

# TEST DRIVE OFF-ROAD: WIDE OPEN

*Infogrames looking forward to doing it in the dirt*

**A**ngel Studios has repeatedly proven that it's no stranger to racing. The developer for the PC's beloved *Midtown Madness* series and the highly anticipated, but estranged *Bugzie Boogie* for N64 (before it got axed by publisher Nintendo), was also behind two very visible PS2 launch titles flaunting "open-course" racing—Rockstar Game's *Midnight Club: Street Racing* and *Smuggler's Run*.

Since then, Infogrames nabbed Angel Studios as the developer for an off-road game in the *Test Drive* racing series. With this comes our expectations of a slew of licensed ORVs, and *Wide Open* seems equal to the task. Present and accounted for are AM General's Hummer, Dodge's Durango and RAM 2500, Ford's Bronco and F150, the Jeep Wrangler and nine others, with everything customizable from the paint jobs to the extensive wheel and component upgrades that will readily affect vehicle performance. Angel will furnish these back-country

behemoths with three playgrounds to bully. These are Yosemite in California, the Big Island of Hawaii, and Moab, Utah. Each area will have between eight and ten "tracks" composed of a massive, sprawling expanse of varied terrain.

*Wide Open's* circuit and Point A to Point B course designs provide objectives and a loose structure, even though they're large enough to provide several completion paths based on a vehicle's strengths. Look to tear off into the great wide open next summer.

► Tommy Layton



▲ See anything you like? You'll be able to go anywhere physics allows...

## the BUZZ

After *Smuggler's Run* and *Midnight Club*, Angel Studios commits to the *Test Drive* series. It's looking good so far... real good!



▲ The Hummer overlooks an unsuspecting pick-up and gets ready to pounce.

▼ Roadblocks? We don't need no stinking roadblocks! No road is off limits out here.



## LOOKIN' GOOD IN THE MUD

Check out the glossy renders of two of the 16 licensed vehicles that will be set loose on 30+ courses. They're lookin' good!



▼▲ Above, a souped-up, soon-to-be-dirty Ford F150. Below, AM General's candy-apple red Hummer—no longer for the snobby urban nouveau riche!



▲ Hark! A Hummer approaches! *Wide Open* will enable ORV behemoths like this one to drive in between trees, or possibly through them. Check out the glare from the roof-mounted fog lamps.



PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
ELECTRONIC ARTS	EA CANADA	TBD	RACING/ACTION	1-2	TEEN

# 007 RACING

## Bond races onto the PlayStation 2

As everyone knows, EA is supporting the PS2 wholeheartedly. All of the company's major franchises are appearing on the 128-bit console, and that includes the super spy, James



▲ Players can expect to see several new environments and locations in the PS2 version.

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
EA SPORTS	EA SPORTS	DECEMBER	RACING	1	EVERYONE



▲ Pull off zany tricks in the Jump mode.



▲▼ There's always time for grandstanding.



PS2	PERCENT COMPLETE	45%
-----	------------------	-----

Bond. Granted, *007 Racing* is already available for the PSone, but the version of the game that's coming out next year will be quite different. In fact, the only real similarities are that you'll be driving cars and trying to accomplish the same sort of mission objectives. Other than that, players can expect to see new visuals, larger levels and improved enemy intelligence. There's also a possibility that new weapons and vehicles will be added.

As you can tell from these early "screenshots", *007 Racing* is going to

be quite an action-packed game. The developers are working to capture the same intense level of excitement that the past few films have had and it looks like they're doing a good job so far. Hopefully, we'll know about this hush-hush title early on next year, so stay tuned for future updates.

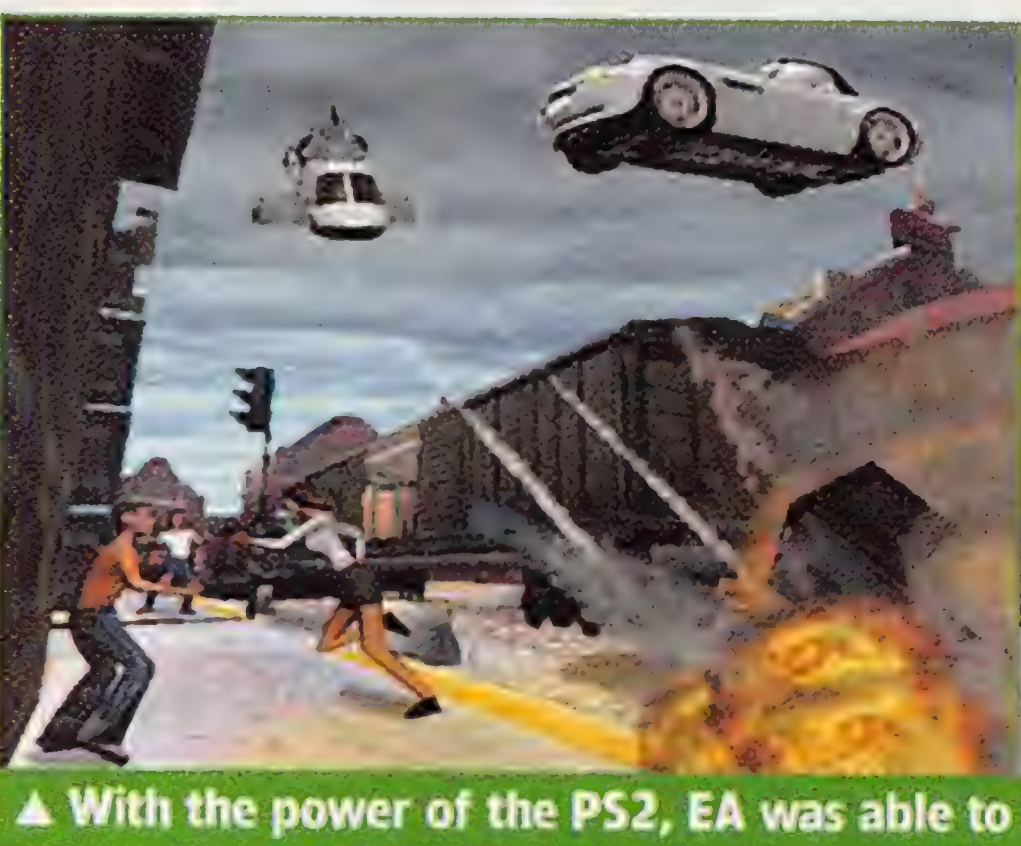
► Stephen Frost

**the BUZZ**

With more vehicles, smarter enemy AI and larger environments, *007 Racing* looks to take the spy action genre a step up.



▲ You can blow up enemies and other stuff.



▲ With the power of the PS2, EA was able to include more vehicles onscreen at a time.

PS	PERCENT COMPLETE	95%
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# EA SPORTS SUPERCROSS 2001

## Electronic Arts gets down and dirty, for real

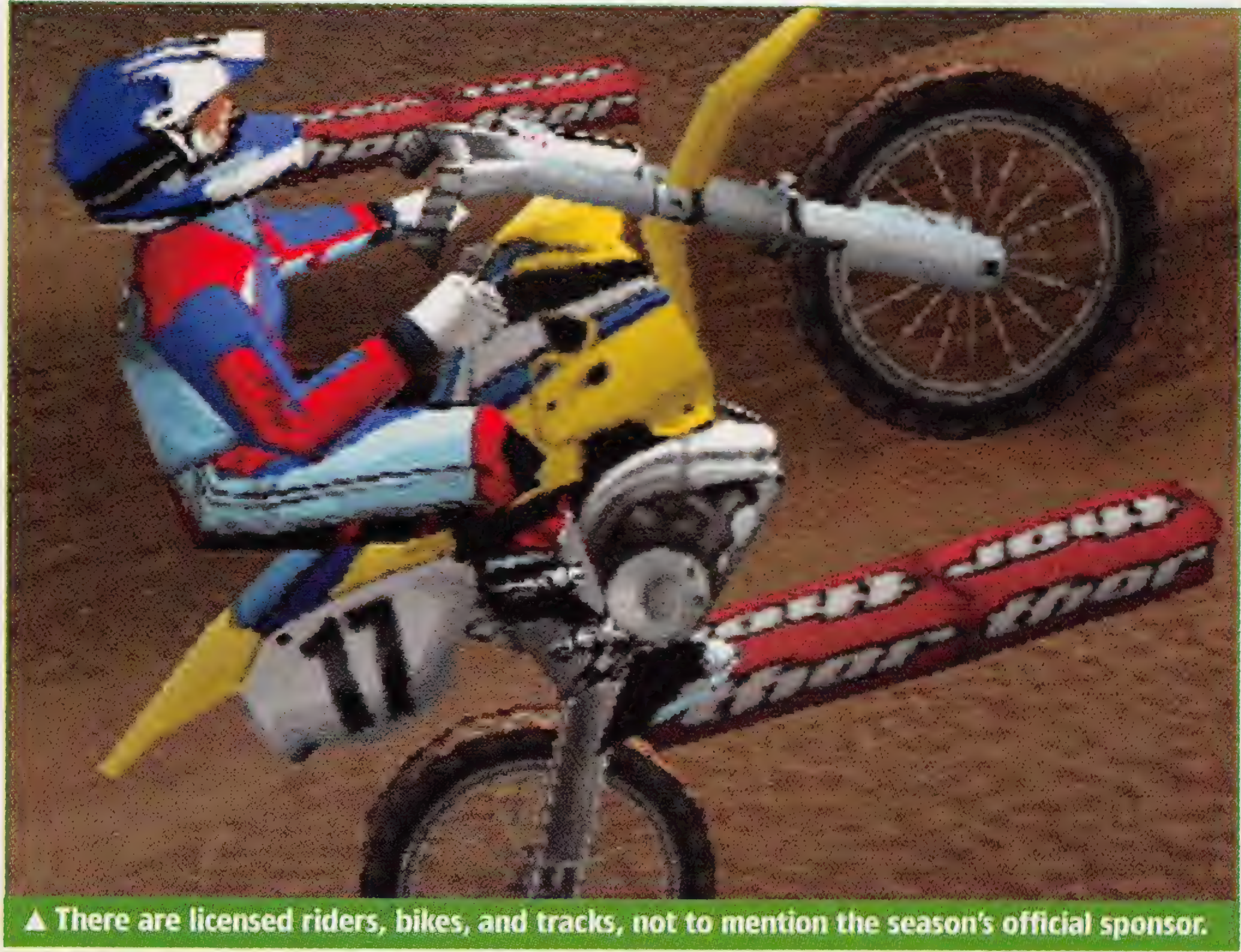
Until THQ's *Championship Motocross 2002* for PS2 lands in Q2, 2001, you'll have to crawl back to PSone for a motocross fix. This winter's field is

stacked with *Championship Motocross 2001*, *Freestyle Motocross*, *Jeremy McGrath Supercross 2000*, and *Moto Racer World Tour*. But when EA sticks its finger in a pie — in this case,

motocross — it sometimes grabs for the whole thing. And thus *Supercross 2001*, the second in the series, is backed by the title sponsor of, you guessed it, the Official 2001 EA Sports Supercross Season, which begins January 6th, 2001. EA Sports is treating this like the official sim of Supercross.

EA's licensed the top 25 SX riders and several official stadium and outdoor tracks, and circuit commentators Art Eckman and David Bailey riff openly on gamers' performance. The Jump Off mode lightens the presentation, letting you perform extreme freestyle tricks. It launches in late December.

► Tommy Layton



▲ There are licensed riders, bikes, and tracks, not to mention the season's official sponsor.

**the BUZZ**

*Supercross 2001* offers the sub-genre's fans realistic motocross, with the Jump Mode helping to take the sim edge off.

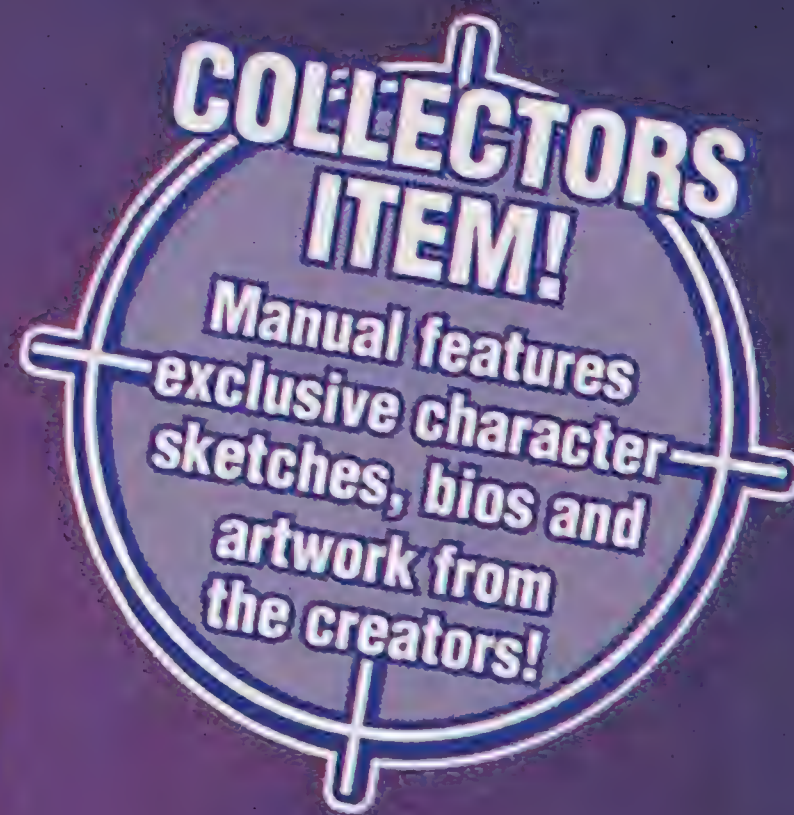




# Danger Girl Never Looked So Good!

3rd person action-adventure has never been sexier with DANGER GIRL, the only videogame based on the best-selling comic book series by J. Scott Campbell and Andy Hartnell.

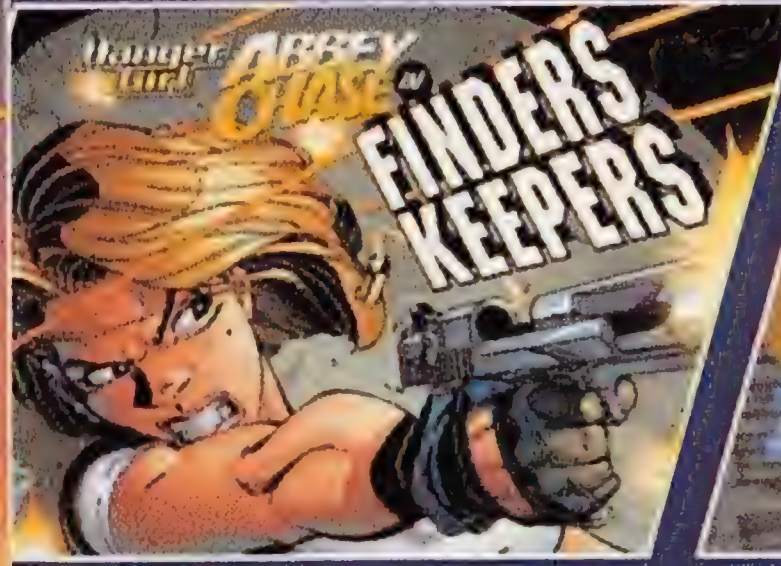
Dare to take control of 3 beautiful yet lethal Danger Girls in an espionage-themed thrill-ride deemed too dangerous for any man to handle!



Varied modes of play: stealth, sniper and more



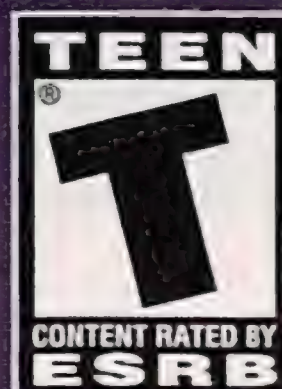
Dozens of weapons (whips—need we say more?)



Original art by the creators



Classic Danger Girl signature moves



Animated Violence  
Animated Blood  
Suggestive Themes

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PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
SQUARE/EA	SQUARE	JANUARY	ACTION/ADVENTURE	1-4	PENDING

PS2

PERCENT COMPLETE

75%



▲ The bouncers will get to fight cyborg dogs. Check out the detail in this forest setting!

### A BRAWLER WITH SNEAKING?

From the looks of things, you'll be able to assume the identity of a soldier and sneak around. Squad-style hand signals will even come into play.



▲ Make the wrong moves and the jig is up — leading to some bare-knuckle brawling!



# THE BOUNCER

*Our last look before we get our hands on the game!*

**J**ust a few days after finishing up this issue, we'll finally be getting our first hands-on taste of Square's hotly anticipated beat-'em-up. That doesn't mean we don't have some juicy new info now, however. In fact, it's looking like there may be much more than punching and kicking to *The Bouncer's* adventure mode than first expected.

The new screenshots we've received hint at a segment of the game where one or more of the bouncers go undercover as a Mikado Special Forces officer, presumably to infiltrate their headquarters. There appear to be several hand signals to use (although whether these are used to pass yourself off as a soldier or communicate to other disguised bouncers is unknown) and items, such as keycards, that you will use. This new revelation has piqued our interest in the game even more, but how big a role it'll actually play remains to be seen.

While it's definitely not major news, we've also confirmed that the trio of Sion, Volt, and Kou will go up against more than one type of enemy at once. Early screens featured only one type, but the latest indicate that there'll be a

decent amount of variety. Later in the game, the gang will even square off against giant robots.

You can count on our in-depth report next issue!

► Randy Nelson

### The BUZZ

Everything we've seen indicates that *The Bouncer* will be one heck of a complex brawler. We can't wait for this one!



▲ Humans aren't the only opponents you'll have. Sion goes toe-to-toe with a powerful transport robot.

▼ Even if it does turn out to be mostly punching and kicking, the game is still looking great.





PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
3DO	3DO	SPRING	ACTION/SHOOTER	1-4	EVERYONE

## ARMY MEN: AIR ATTACK 2

*A better looking, better playing version*

**W**hile already available on the original PlayStation, *Army Men: Air Attack 2* is making its encore appearance on the PlayStation2 and thanks to the power of the console, the little green and tan men you've grown to love are looking better than ever. The game now runs in high-res at a constant 60fps and without any slowdown to speak of. Helicopters will handle even better, due to a more responsive control system, while the environments sport more details, thanks to a higher polygon count.

Most of the missions from the original version of this game will

### the BUZZ

Great looking graphics and faster loading times all point to a successful tactical deployment on the PlayStation2.

remain intact, but there will be some changes here and there. Certain objectives will be expanded upon or taken out completely, while others will be added. However, the underlying gameplay remains pretty much the same, so those of you who played the PS version won't find very many surprises. Look for *Air Attack* to fly onto shelves early next year.

► Stephen Frost



▲ Most of these levels load up in seconds.



▲ 3DO was able to increase the amount of detail in these levels and keep framerate up.



▲ The war continues between the tan and green forces. Can't they all just get along?

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
ELECTRONIC ARTS	EA CANADA	JANUARY	SPORTS	1-8	EVERYONE

PS2

PERCENT COMPLETE

90%



▲ Jordan looks down upon his opponent.

## NBA LIVE 2001

*It's got all the right moves...*

**G**ame makers always tout new levels of realism achieved by their sports games, but *NBA LIVE 2001* may represent the biggest leaps and

bounds yet in a series in transition to the PS2. With this seventh incarnation, EA is bent on offering the complete NBA experience, from realistic stadium design and revamped color commentary to the highly active bench reacting to events on the floor.

Higher polygonal counts in player modeling use cyberscan technology to capture the lifelike skin textures of Iverson's tattoos and the finer details of Divac's monstrous nose. While the jury's still out on control refinement, the gameplay flaunts seamless transi-

tions to enhanced in-game sequences, and even debates with the referees. Animations for up & under moves, drop step, baby hook, fade aways and other moves were performed by Kevin Garnett, and the rap/hip-hop soundtrack features the smooth stylings of Montell Jordan. Tip-off is in January.

► Tommy Layton

### the BUZZ

Electronic Arts' *NBA Live 2001* will do its best to bring the most realistic rendering of pro hoops to the PlayStation 2.



▲ The T-Wolves' sought-after Garnett was a natural for slam dunk motion captures.



▲ A nice selection of silky moves helps you get the shot off. Nothing but net...

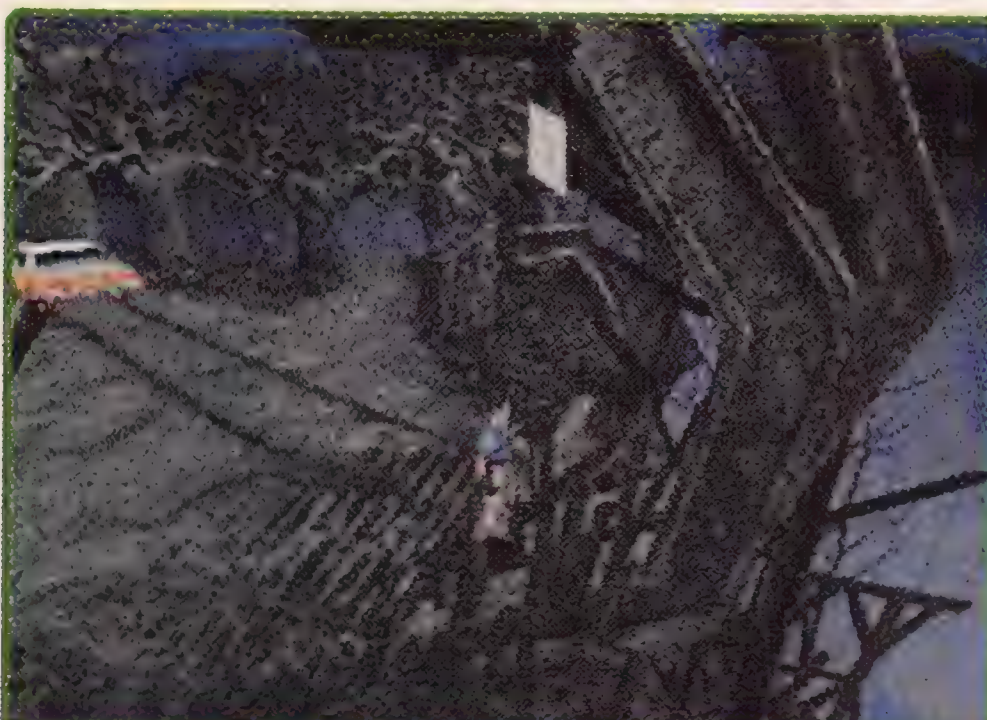


PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
THQ	HEAVY IRON STUDIOS	DECEMBER	ACTION/ADVENTURE	1	MATURE

PS

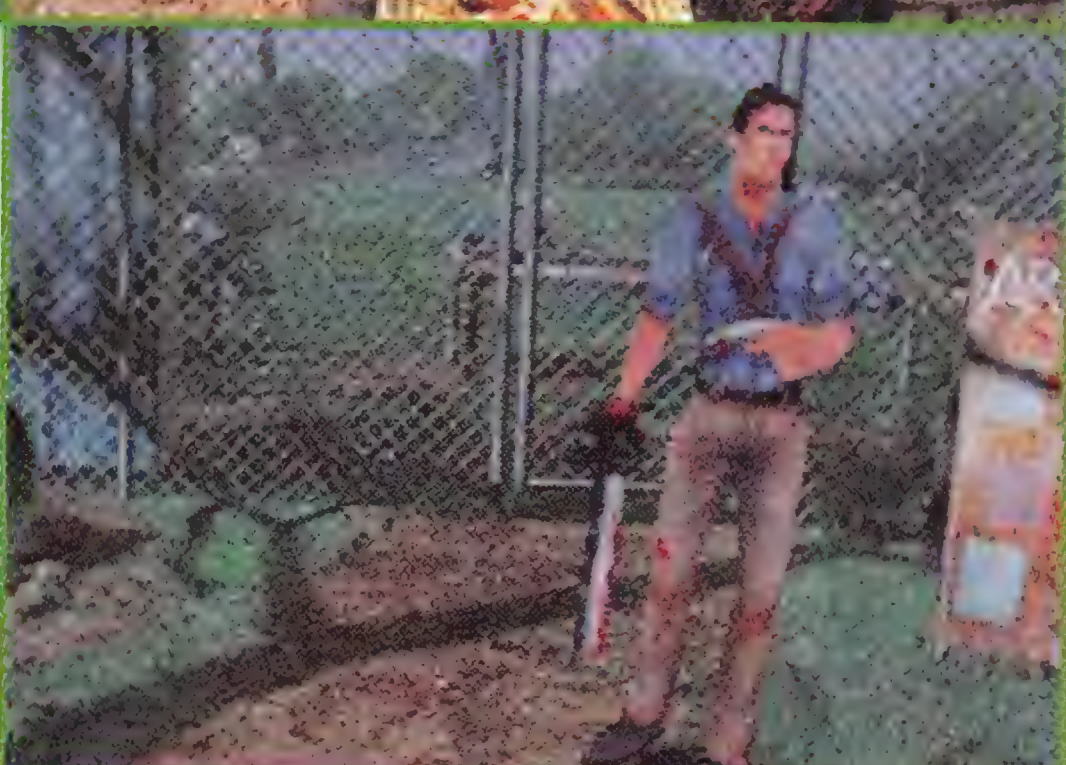
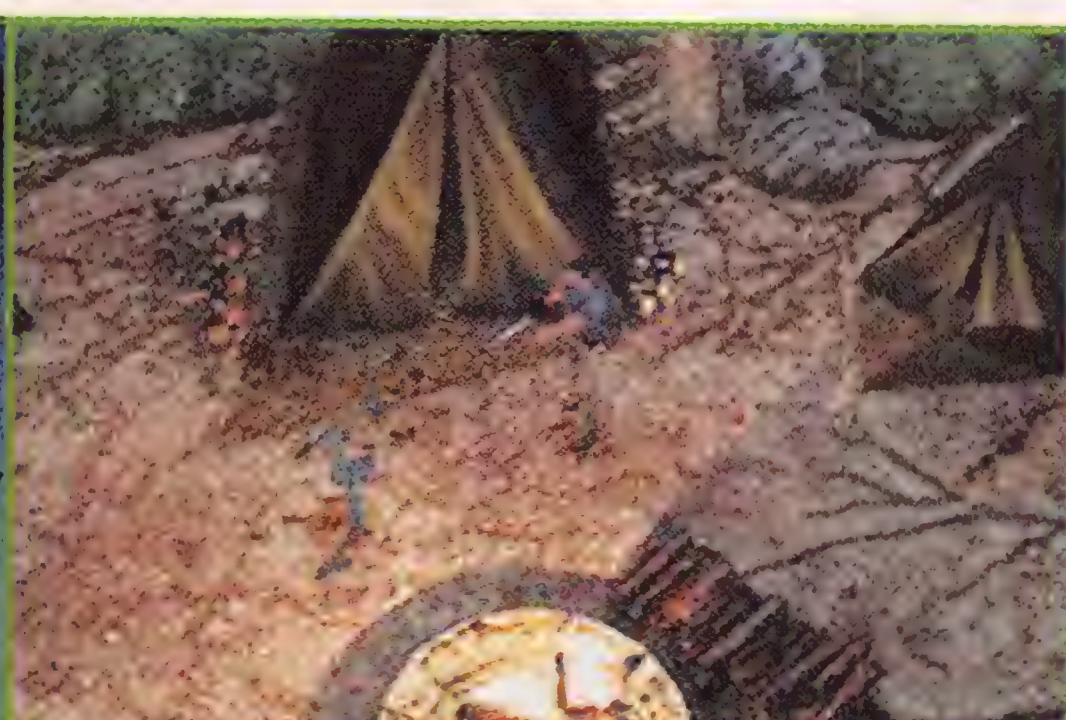
PERCENT COMPLETE

90%

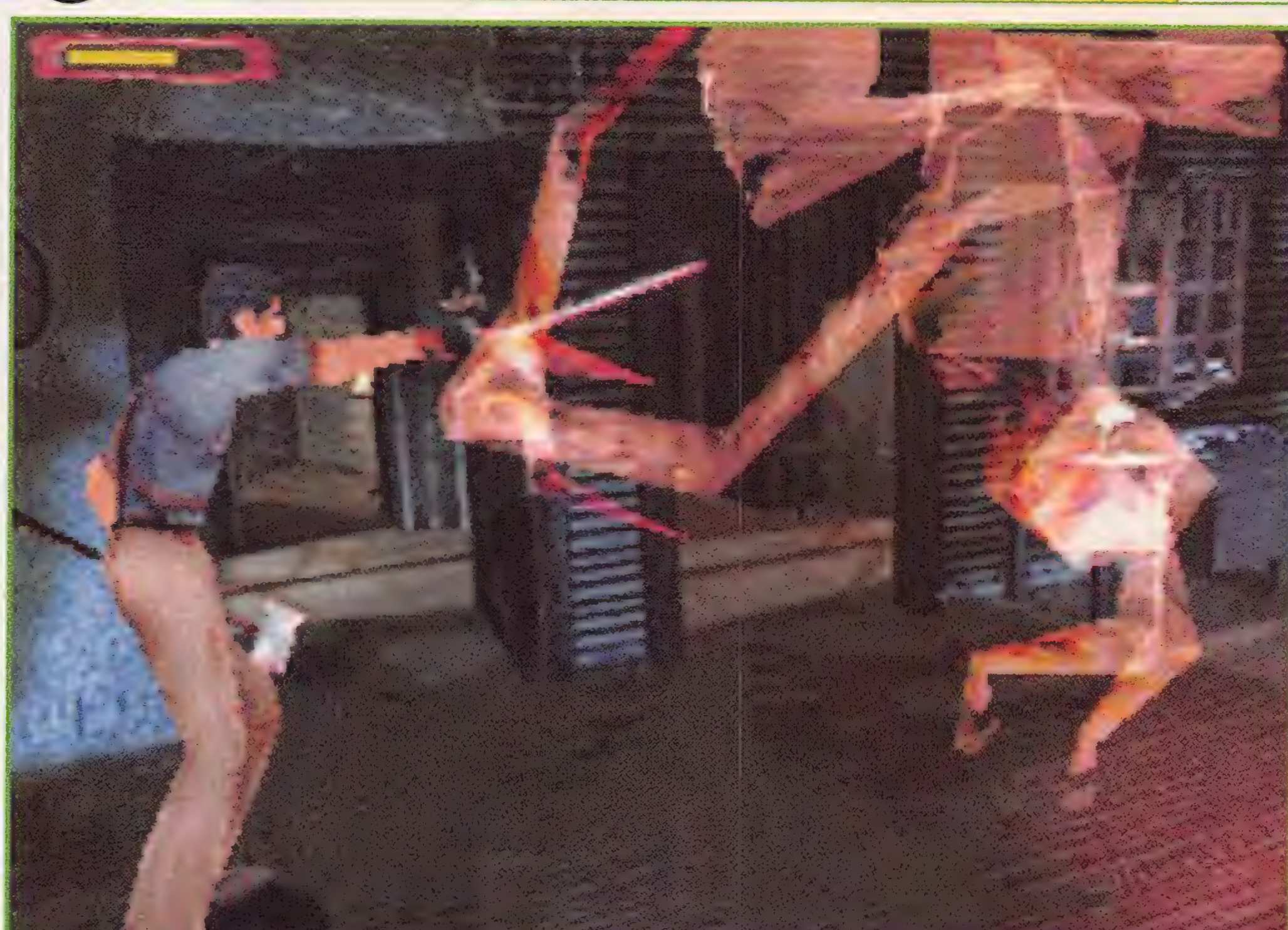


## MYSTERIOUS PUZZLES

Life (and death) among the Evil Dead isn't all hacking and slashing. You'll probably end up having to use your brains, as well. Mmm... brains...



▲ Solving puzzles and finding objects can be complicated, since it is easy to lose your way.



▲ There are lots of weapons in the game from the movie. Ash wields an axe and chainsaw.

# EVIL DEAD: HAIL TO THE KING

*The movie, with all of its goofy gore, finally becomes interactive*

**W**ith dark comedy, violent content, cheesy special effects, and a memorable hero, I've always thought that the *Evil*

## the BUZZ

Players will be able to take part in some of the most memorably scary scenes of the movies, such as HENRIETTA'S CELLAR!

*Dead* movies would translate well the videogame realm. And thus far, *Hail To The King* looks promising.

Of course, players will take on the role of Ash (with voice-overs done by Bruce Campbell). The game's plot is very similar to *Evil Dead 2*; as Ash, you must collect all of the pages of the

Necronomicon in order to return the evil to the past.

Along the way, you'll have plenty of enemies to fight, such as your decapitated girlfriend, spirits, demons, etc. To keep the evil off your back, many of the weapons featured in the movies are at your disposal, like the shot gun,

chainsaw, and axe.

As you would expect, *Hail to the King* plays almost exactly like *Resident Evil*, but with a focus more on the action. This means that although you have to deal with *RE* style controls, the pace of the game will be faster. Unfortunately, it seems that the cool action comes only at the sacrifice of intuitive puzzles, at least at this point. Puzzles, more often than not, involve collecting the pages of the Necronomicon or collecting keys to unlock other areas of the game. Hopefully, the puzzles will get more challenging as the game progresses.

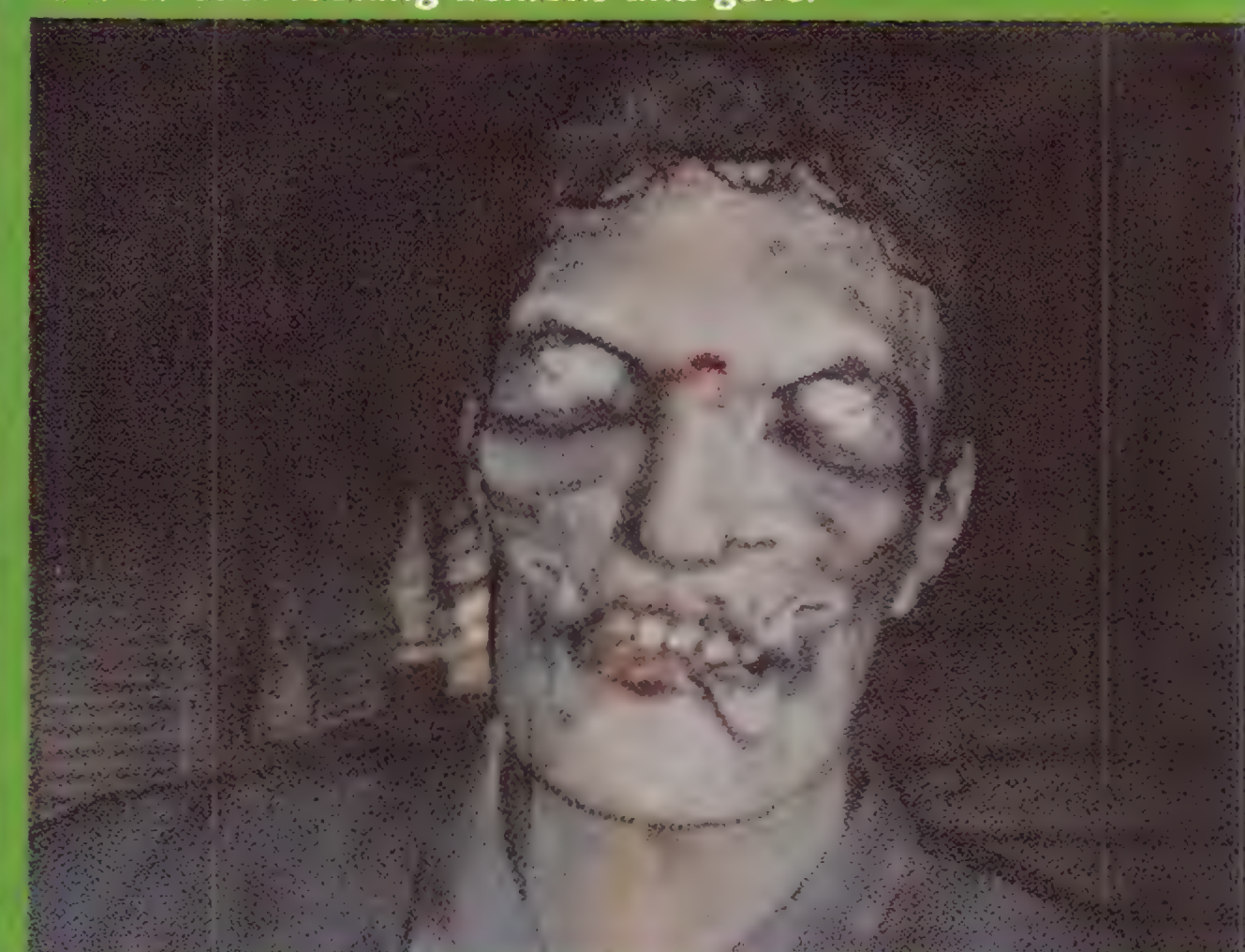
*Hail To The King* has yet to prove itself worthy of royal status, but with memorable parts of the movies included, it surely won't disappoint fans.

► Tokoya



▲ Enemies can be cheap. They continue to spawn. Hopefully this will be addressed before completion.

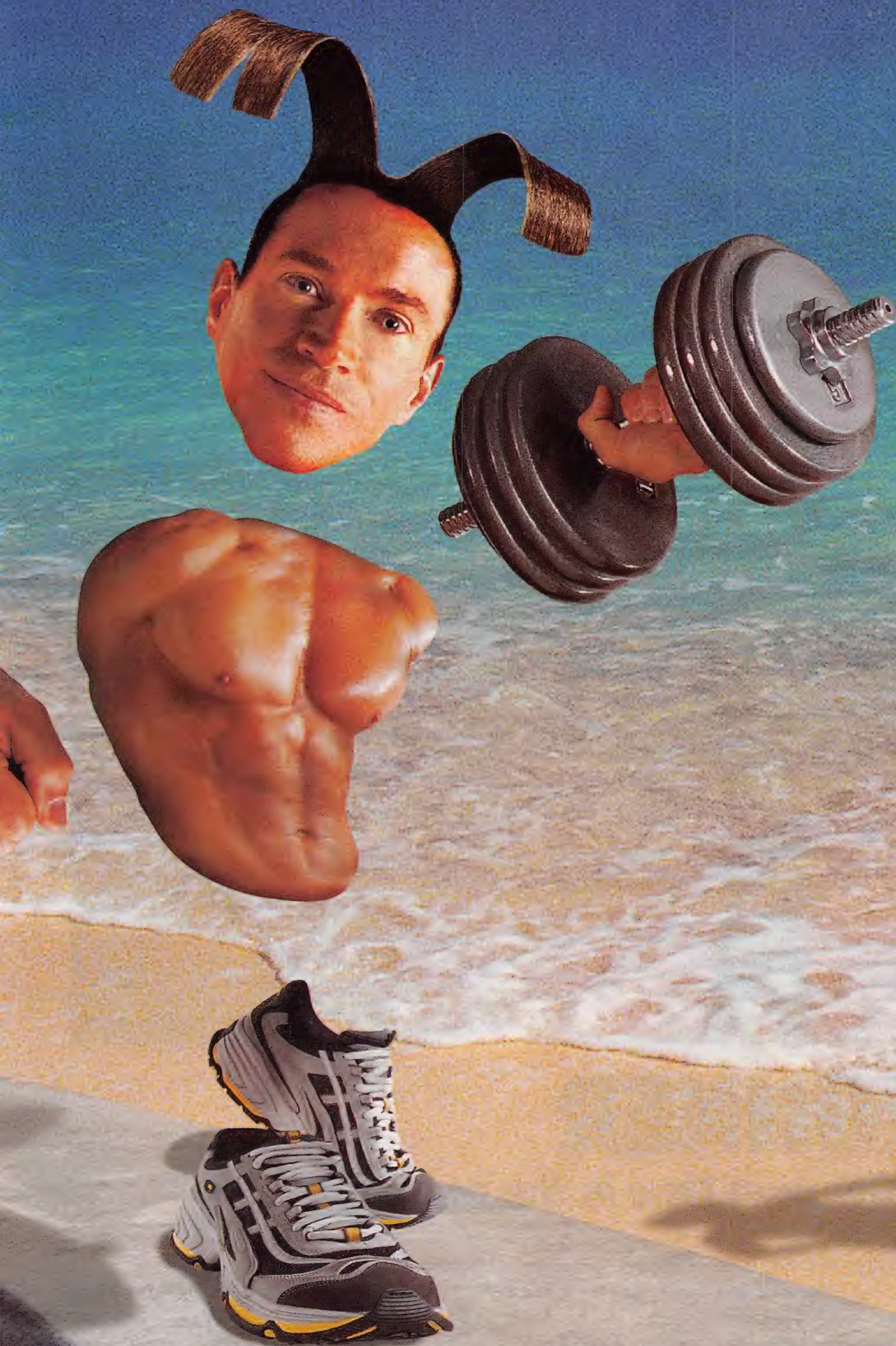
▼ The CG scenes are terrifying. Each one features tons of cool-looking demons and gore.





# RAYMAN 2 REVOLUTION

PlayStation 2



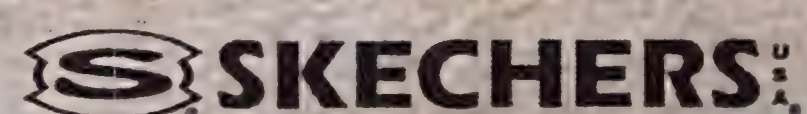
**PUMPED UP FOR PLAYSTATION® 2**  
COMPUTER ENTERTAINMENT SYSTEM



Mild Animated Violence



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LET THE REVOLUTION BEGIN

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PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
3DO	3DO	WINTER	ACTION/ADVENTURE	1-2	EVERYBODY

PS2

PERCENT COMPLETE

80%



▲ Compared to the PlayStation version of the game, *Portal Runner* on PS2 sports at least five times the number of polygons and even higher-res textures.

# PORTAL RUNNER

*Sarge's girlfriend gets her own time in the spotlight*

**U**nless you've been in a cave for the last year or two, you should be at least familiar with the *Army Men* series. It's appeared on pretty much every

platform possible, including the GameBoy Color and Dreamcast and achieved a good level of success. Unfortunately, now, the series has started to turn a bit stale and lose a lot of its innovation. Knowing this, 3DO is attempting to bring new titles to the table that contain the same originality and freshness that the first *Army Men* titles had. Of these, *Portal Runner* looks the most promising.

A 3D action/adventure in the vein of *Soul Reaver* and *Tomb Raider*, *Portal Runner* stars Vikki (of *Sarge's Heroes*), one of the members of the Green Army. While it won't win too many awards for originality, the story behind the game is interesting. Brigitte Blue, who first appeared in the earlier *Army*

*Men* titles, stars as the arch nemesis of Vikki. She's trying to trap Vikki, so that she can get her hands on Sarge. In order to save Sarge, Vikki will have to fight her way through several different

"toy worlds".

Assisting Vikki in her quest is Leo the lion. Basically a support character, Leo's main purpose is to protect Vikki in combat. However, he also serves other



▲ Since the bow has a long range, you can take out targets from quite a distance.

## BOWS AND ARROWS

Aside from her trusty lion, Vikki only has a bow for a weapon. However, she'll be able to pick up different types of arrows to use.



▲ From fire to magic, there are several different types of arrows.



purposes. During certain levels, the player will actually control Leo and have to accomplish certain objectives. Other times, Leo will carry Vikki around on his back and race her past different enemies. Leo won't just be a generic character. He's going to play a very important role in the game and utilize rather complex AI routines. In fact, just like a real Lion, Leo sometimes gets out of control and it's up to Vikki to cool him down.

Since it's hoping to expand its library of popular franchises, 3DO is working hard to ensure that *Portal Runner* ends up a AAA product. And while it's too early to say now, we have a feeling that it's definitely heading in the right direction. It just needs to feature new types of gameplay, puzzles and challenges that haven't really been seen before. If it can do that, then there's no reason why *Portal Runner* can't have the same level of success that its parent series has had.

► **Stephen Frost**



▲ Who needs a man when you can have a lion as a partner? The only problem is that lions tend to be carnivorous.



▲ It's a good thing the Tyrannosaurus Rex can't reach that ledge you're on. Otherwise, you would be lunch meat.

### the BUZZ

With a new lead character and a fresh approach to the genre, *Portal Runner* could spark a new franchise for 3DO.

## BRAVE NEW TOY WORLDS

During her journey, Vikki will travel to several new toy worlds, including a dinosaur-populated swamp, a medieval castle and an alien spaceship. Each level has its own unique cast of enemies and dangers, and there's bound to be a lot of cool areas to explore.



▲ Since these are toy worlds, you're never quite sure what you're going to see next. This game should be full of surprises by the time it hits the stores later this winter.

"There's no reason why *Portal Runner* can't have the same level of success that its parent series has had"

## PSM BREAKDOWN

An up-close look at the game in action

! Every world has a different theme, based on different types of toys. This area features a bunch of nasty aliens.

▼ Like all of your evil toy adversaries, these alien soldiers are under the control of Brigitte Blue, Vikki's arch rival. She's trying to get Vikki out of the way so she can horn in on her boyfriend Sarge!

▲ Vikki's weapon of choice is the bow, and there are several different types of arrows to find and use.

► Vikki looks pretty good in her first adventure, but remember guys, she's just a toy. Strange that she's the only flesh-colored toy though, huh?

! Ready for some crazy platforming action? There are plenty of fully 3D worlds to explore, but the game's focus is squarely on action.

## ODDBALL CHARACTERS

Since this whole game takes place in various toy worlds, you're bound to meet up with some rather strange characters. Some will help you, while others will want to harm you.



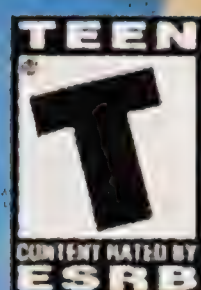
▲▼ From Merlin to evil alien leaders, you're gonna see some rather interesting characters in *Portal Runner*.







***Take This Moment To Rest.***



Animated Violence,  
Suggestive Themes,  
Comic Mischief



***Incredible Crisis. Severe Fun.***

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PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
ROCKSTAR	BUNGIE	JANUARY	ACTION	1	TEEN

PS2

PERCENT COMPLETE

70%

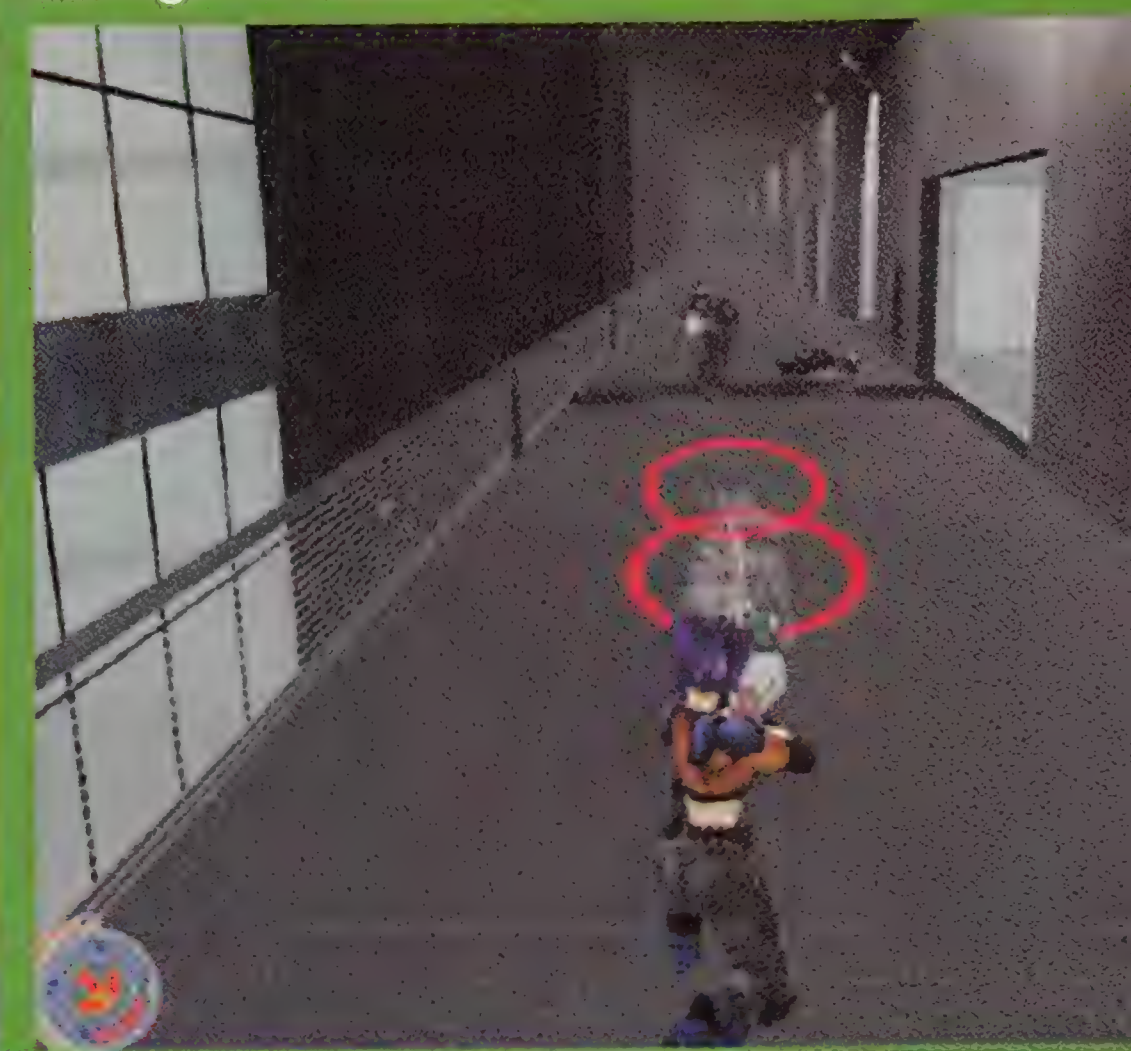


▲ The developers got a lot of inspiration from kung-fu films and anime, so expect a ton of cool-looking fight sequences, with lots of devastating kicks and punches.



▲ Hand to hand combat is Konoko's speciality, but she's pretty mean with the guns, too.

▼ Almost everything you see can be interacted with. The glass to the left and right of Konoko can be shot out.



It's been a few months since we covered Bungie's first foray into the console gaming market, *Oni*. However, we just got some new screens showing off the latest build of the title and just had to run them along with a bit of new info.

*Oni* was designed as a pure action game, but will feature some interesting features that should raise the bar for the genre. Environments will be some of the largest you've ever seen, with vast indoor and outdoor areas to

# ONI

*Finally, the PlayStation 2 gets a little action*

explore. The routines that control the computer-controlled characters will be quite complex as well, allowing for more realistic reactions and challenging combat sequences.

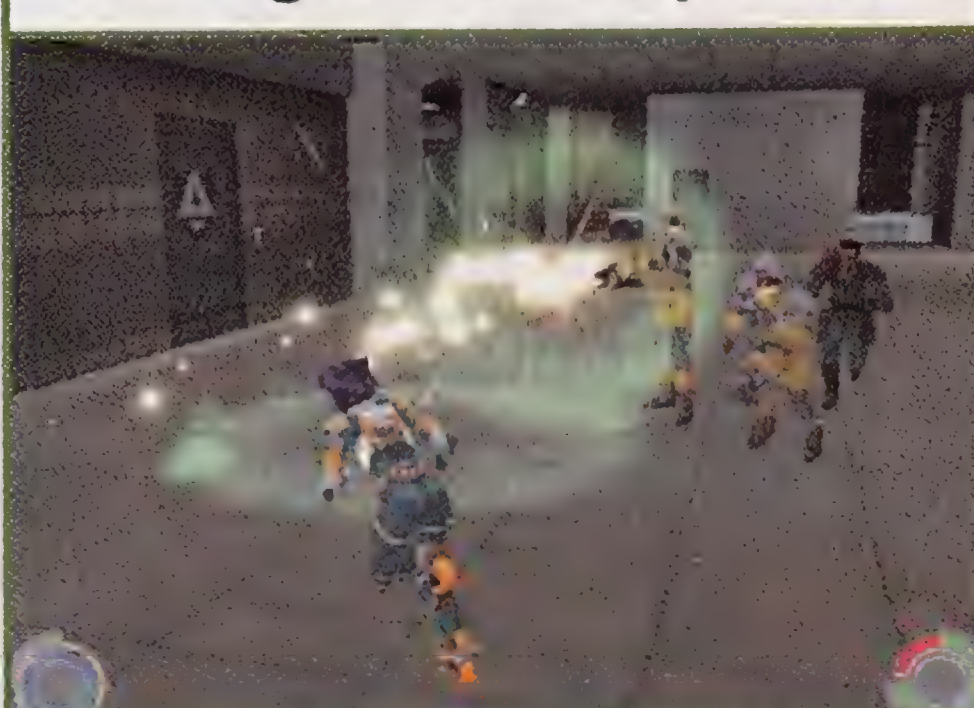
One of the main focuses of the developers was making the lead character, Konoko, control and move realistically. Thanks to a procedure called interpolation, she can transition from one animation sequence to another without pauses. She will respond instantly to your commands. That's important when quick responses can mean the difference between life and death.

From a visual perspective, *Oni* is hoping to impress quite a bit, also. The 14 different levels will showcase a rather detailed world with anime-inspired settings, while an intricate lighting system has been implemented to allow for realistic shadows and reflections. Sounds good, doesn't it?

► Stephen Frost

## BLINDED BY THE LIGHT

*Oni* is going to have plenty of lighting effects. Everything, from the bullet trails to the street lights, looks impressive.



▼▲ If you happen to get too distracted by the pretty lights or the bullet trails, you'll end up one dead heroine.



▲ Since Konoko is so responsive, it's pretty easy to run around and dodge enemy fire.

## the BUZZ

The game that will define the PS2 experience; the best game of next year, maybe of ALL TIME. The hype here is incredible.



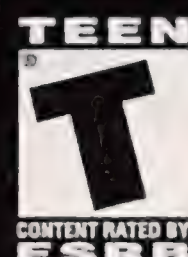
AS A MEMBER OF A RUTHLESS GANG OF SMUGGLERS, IT'S YOUR JOB TO EVADE THE U.S. BORDER PATROL, CIA AND CUTTHROAT RIVALS TO DELIVER ILLEGAL CARGO. IT'LL TAKE COMPLETE MASTERY OF YOUR OFF-ROAD VEHICLE TO MAKE IT ACROSS UNFORGIVING TERRAIN AND STAY ONE STEP AHEAD OF THE FORCES OUT TO DESTROY YOU.

## DELIVER AT ALL COSTS



[WWW.ROCKSTARGAMES.COM/SMUGGLERSRUN](http://WWW.ROCKSTARGAMES.COM/SMUGGLERSRUN)

PlayStation®2



Animated Violence

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"...instantly intelligible, mind-bogglingly vast, and a total gas to play....makes for one helluva videogame" - Gamer's Republic, Sept 2000

"Must Buy Playstation 2 Launch Games list"  
- Nov 2000 EGM

"driving through the spectacular terrain is a blast" - EGM October 2000

"A - ...the best display and truest testament to the processing power of the PS2 to date."  
- Gamers Republic October 2000

98% Platinum - "the best off-road experience you've ever had" ... "one of the must - buy launch games" - PSE2 November 2000



# SMUGGLER'S RUN

Levels are over 5 square miles, each with a "drive anywhere" environment filled with other smugglers and law enforcement officials.

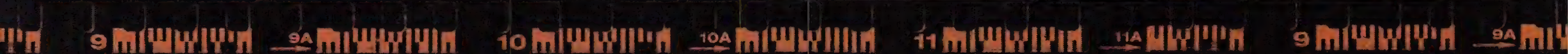
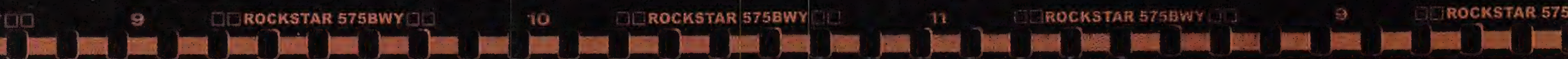
Choose from 35 different vehicles, each with unique modifications and strengths.

Compete head-to-head or run "pick up and deliver" missions against AI opponents or in full multiplayer mode.

Maneuver your way through arid desert, icy tundra, or rocky mountain forest.

Real Time Damage Models allow you to watch the parts fly as you pay the price for punishing collisions!

## SOUNDTRACK AVAILABLE ON GUIDANCE RECORDINGS







# New for the PlayStation®2!

The critically acclaimed action game MDK™ 2 Armageddon is coming to the PlayStation®2 computer entertainment system. MDK™ became an instant classic with its offbeat humor and the ingenious Sniper Helmet that could shoot an enemy in the eye from a mile away. Now, picking up where the original MDK™ left off, MDK™ 2: Armageddon features a new 3D engine, advanced graphics, and new gadgets for outrageous gameplay.

Play as three different characters, each with his own unique experience:

- Sneak, snipe and shoot with the reluctant hero, Kurt Hectic, in his new Coil Suit, now with Cloaking ability, and his Sniper Helmet with Ricochet Bullets.
- Solve puzzles as the brilliant Dr. Fluke Hawkins, using wacky inventions like the atomic toaster and his fearsome alter-ego, Mr. Hyde.
- Blast enemies with four different weapons simultaneously with Max, the six-legged, jet-pack carrying, robotic dog.

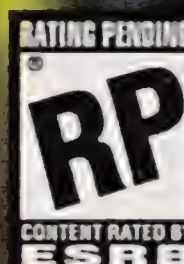
MDK™ 2 Armageddon includes incredible new items for enhanced gameplay, more humor, and a totally new experience. BioWare, creators of the best-selling RPG Baldur's Gate™ are taking the MDK™ universe to all new levels of comic Action!

## COMING SOON

# MDK 2 ARMAGEDDON

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PlayStation®2

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# STRATEGY

Tips, guides and cheats that will make you a winner

## Contents

94 ► Driver 2

96 ► Ready 2 Rumble Boxing 2

96 ► Ultimate Fighting Championship

90 ► WWF Smackdown 2

099 ► CODES

## DRIVER 2

We help you drive your way to the top of the Mafia on **pg. 94**

## TAKE THE PSM CHALLENGE!

Rules: Contest is limited to one entry per person. That means you can't send an entry for each contest; if you do, you'll be disqualified. If you cheat, or use codes, you'll be disqualified. The final letter for the contest will be accepted on **February 1**. If there are multiple winners, then we'll do a raffle. To prove that you accomplished one of our challenges, either send a picture or a video tape. Sorry, no e-mail entries!

**SEND YOUR ENTRIES TO: PSM January Challenge #** (number of contest you're entering), c/o Imagine Media, 150 North Hill Drive, Brisbane, CA 94005.

### CHALLENGE #1: Final Fantasy IX

This one's tough: obtain all of the Cards, then go and take a picture of your card screen ( or videotape it) showing that you've obtained all of them.

### CHALLENGE #2: Medal of Honor: Underground

Obtain every medal and show us the medals screen via either photograph or videotape. You'll have to be a top soldier to pull that off!

### CHALLENGE #3: DOA2: Hardcore

Unlock Tengu, the final boss character, and take a picture of the player select screen clearly showing Tengu on it. As always, a videotape will work just as well — just remember that we can't return any of them to you.



### THIS MONTH'S PRIZE PACKAGE:

Army Men: Air Attack 2 (PS2)

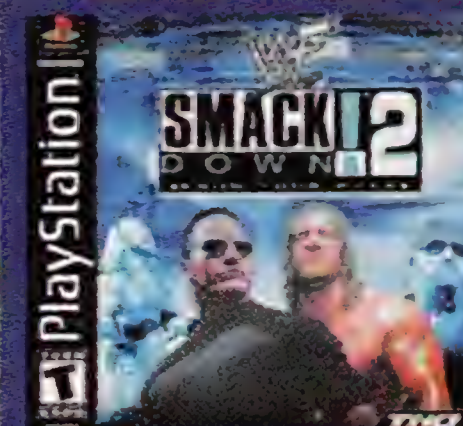
Lunar 2 Package

WWF Smackdown 2

Blaze TwinShock Controller Package

Vivi Dolls

Xploder





# WWF SMACKDOWN 2

## Moves, Secrets, and Fighting Tactics

**W**e've compiled a list of every command, secret character and even some fighting tactics (make that wrasslin' moves...) to get you through the game. The tactics may be cheap, but they work!

### MOVELIST: THE ROCK



Although the moves for every character are different, the commands (listed above) to execute the moves are identical for each character.

#### Face to Face Grapple

- ..... Irish Whip
- ↑ + ○ ..... Overhand Punch
- ↓ + ○ ..... DDT
- ← + ○ ..... Scoop Slam
- + ○ ..... Suplex

#### Stunned

- ..... Irish Whip
- ↑ + ○ ..... Oklahoma Slam
- ↓ + ○ ..... Pile Driver
- ← + ○ ..... The Rock Bottom
- + ○ ..... Flying DDT

#### Behind Grapple

- ..... Irish Whip
- ↑ + ○ ..... Sleeper
- ↓ + ○ ..... Atomic Drop
- + ○ ..... Russian Leg Sweep
- ← + ○ ..... Back Drop

#### Standing Face to Face Strike

- X ..... The Rock Punches
- ↑ + X ..... Double Axe Handle
- ↓ + X ..... Clothesline
- ← + X ..... Chop
- + X ..... Elbow Smash
- ↘ or ↙ + X ..... Toe Kick
- ↖ or ↗ + X ..... The Rock Punches

#### Opponent On Mat

##### Upper Body

- ..... Pull Opponent Up
- ↑ + ○ ..... Mounted Punching
- ↓ + ○ ..... Pin
- ← + ○ ..... Knee Smash
- + ○ ..... Sleeper

##### Lower Body

- ..... Pull Opponent Up
- ↑ + ○ ..... Knee Stomp
- ↓ + ○ ..... Pin
- ← + ○ ..... Leg Lock
- + ○ ..... Leg Kick Strike
- X ..... Angry Stomp
- ↓ or ↑ + X ..... Elbow Drop
- ← or → + X ..... Rock Stomp

#### Rope Attack

- ..... Throw into Rope

#### Turnbuckle Attacks

##### Facing

- ..... Irish Whip
- ↓ or ↑ + ○ ..... Superplex
- ← or → + ○ ..... Shoulder Thrust

##### Behind

- ..... Irish Whip
- ↓ or ↑ or ← or → + ○ ..... Head Smash

##### Lower Turnbuckle

- ..... Pull Opponent Up
- ↓ or ↑ or ← or → + ○ ..... Foot Choke

##### Strike Opponent

- X ..... Knee Attack

#### Diving Attacks

- X ..... Elbow Drop
- ↑ + X ..... Elbow Drop
- ↓ + X ..... Knee Drop
- ← + X ..... Missile Dropkick
- + X ..... Double Axe Handle

#### Running Attacks

- ..... Neck Breaker

## SECRET STUFF

Unfortunately, there isn't really any art or skill to unlocking the secrets. When you come across secret stuff in the game, it will be unlocked. Also, while some of the characters and extras appear for a reason, other things appear for no reason.

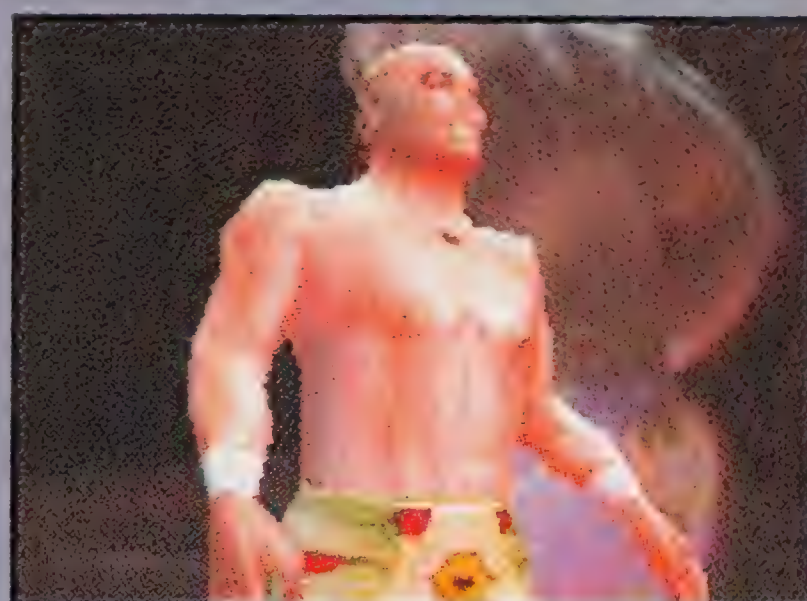


#### STONE COLD

He is unlocked during Season mode during comeback matches.

#### MICHAELS

He'll appear as the special referee in Iron Man Matches.



#### BILLY GUNN

"The One" just seemed to pop out of nowhere. Keep an eye out for him.

#### PAT PATTERSON

He will emerge as the tag team partner of Gerald Brisco.



- ↑ or ↓ or ← or → + ○ ..... Rolling Clutch Strike
- X ..... Clothesline
- ↑ or ↓ or ← or → + X ..... Shoulder Block
- ↑ or ↓ or ← or → + ○ ..... Face Crusher

#### Counterattacks – Opponent Running

- ..... Samoan Drop
- ↑ or ↓ or ← or → + ○ ..... The Rock Spinebuster

#### Double Team Attacks

- ..... Irish Whip
- ↑ + ○ ..... Spike Piledriver
- ↓ + ○ ..... Hip Throw
- ← + ○ ..... Mudhole Stomping
- + ○ ..... Splash and Whip

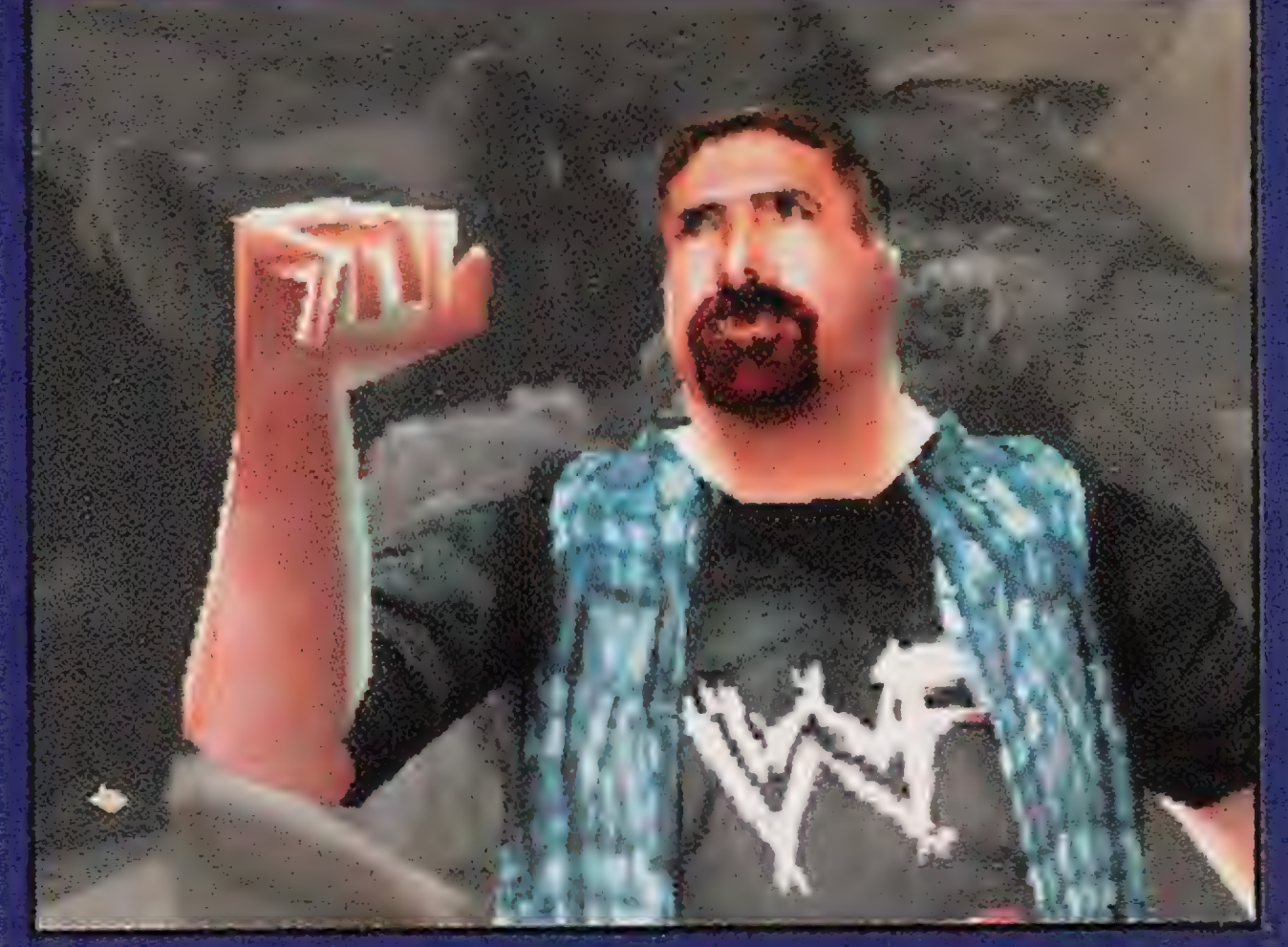




**GERALD BRISCO** McMahon's flunkie Brisco will emerge as the tag team partner of Pat Patterson.



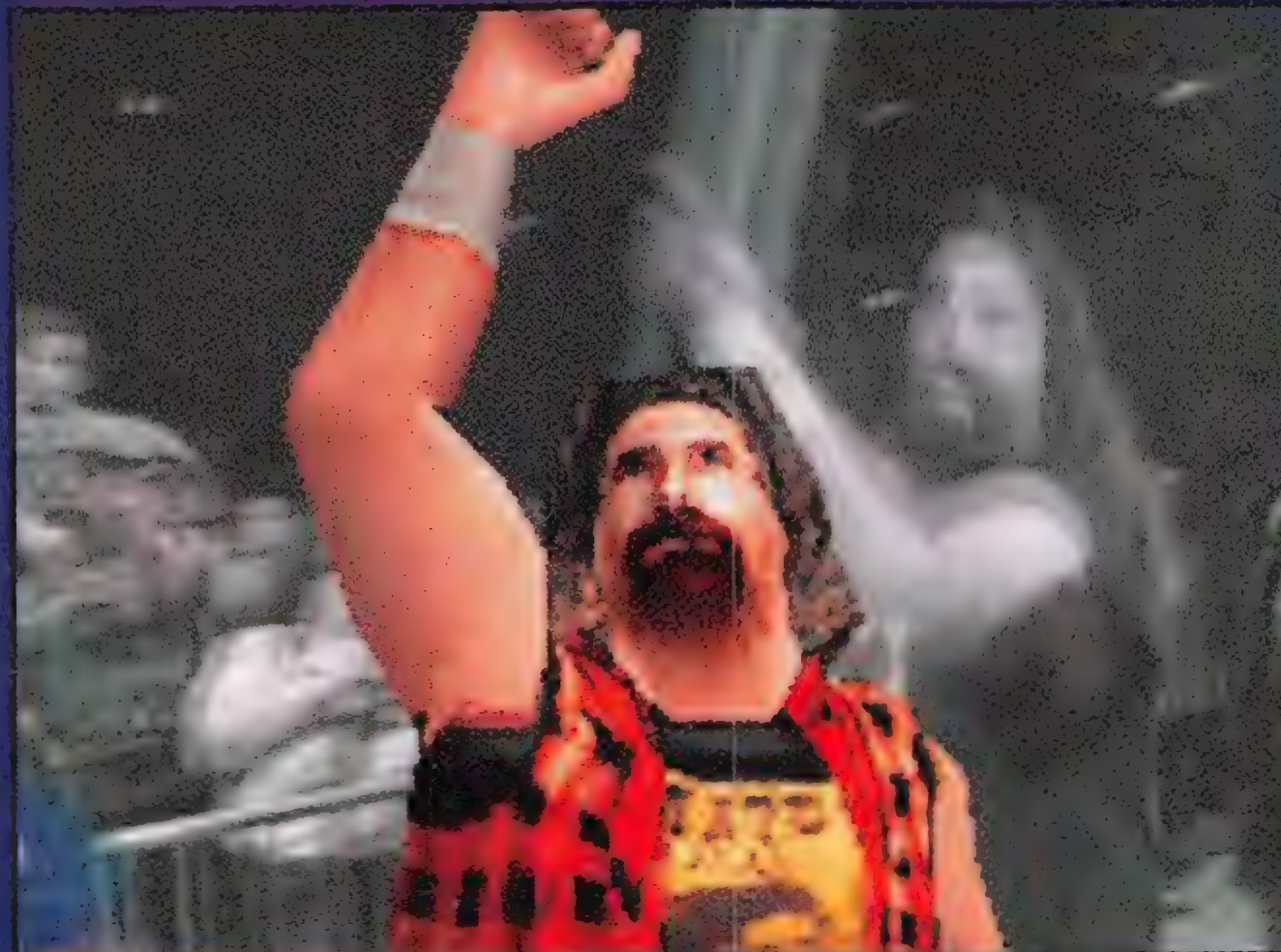
**DEBRA** The voluptuous Deputy Commissioner will appear in a comeback event.



**MICK FOLEY** The Commish, sporting short hair, will also appear as an alternate to Cactus Jack.



**PETE GAS** Unfortunately, Gas will appear as a part of the Mean Street Posse. What a loser...



**CACTUS JACK** The Hardcore Legend is an alternate to Mick's other persona, Mankind, in Season mode.



**MICHAEL COLE** He appears as an announcer during some matches. Where's Good Ol' J.R.?



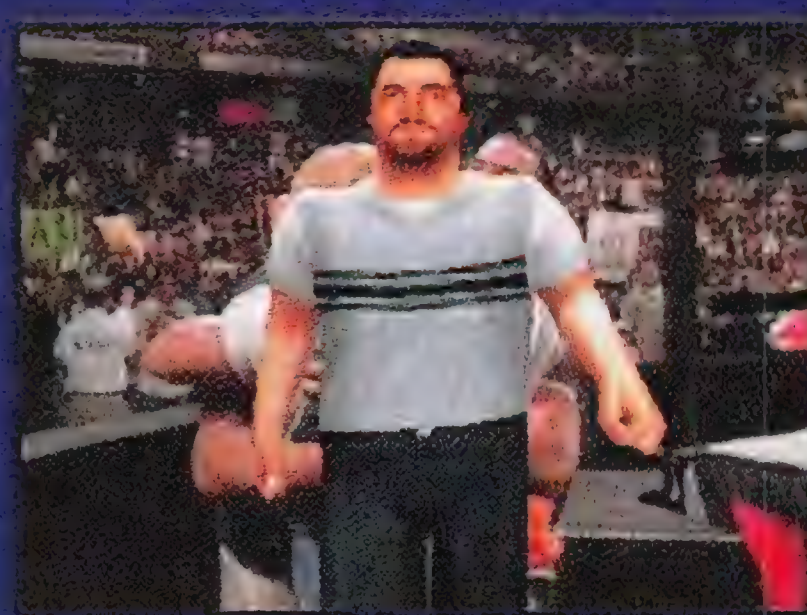
**RODNEY** He also appears as a part of the Mean Street Posse. Where's Stone Cold when you need him?



**THE KAT** The Kat is a character that also just appears out of nowhere. Hey, didja know that in real life, she's married to Jerry "The King" Lawler?

#### JOEY ABS

He will be unlocked when he appears as a member of the Mean Street Posse.



**UNKNOWN** The Unknown characters aren't playable, but if you're able to beat them, their body parts will be unlocked in the Create A Superstar Mode. There are plenty of Unknown characters to unlock; just keep playing through Season Mode.



## OTHER SECRET STUFF

There are plenty of other things for you to unlock, and again, their appearance is almost random. You can expect the Titantron, TLC (Tables, Ladders and Chairs) Match, Table Tornado Tag, and Movie Credits.

## FIGHTING TECHNIQUES

### 1. RUNNING ATTACK

For many of the characters, the easiest method to take out the computer is to run at the opponent and



hit the grab button. Although certain characters like Benoit won't hurt the enemy (his running attack move is a pin), this method works for most characters.

### 2. FLYING HIGH

For whatever reason, if you jump from the turnbuckles to attack your opponent, more often than not, you'll hit the enemy. Just make sure the character is in range, and he's not so close to the point where he's going to knock you down.



### 3. KOs

This is cheap when it doesn't work your way, but when it does, you'll be relieved. The way to KO your opponent is basically beating them a lot (usually, by the time you've done your special move on the opponent, he or she should be knocked out). You should try doing this in a Survivor, Triple Threat, or Royal Rumble Match. This is effective, since in a match against two or three other opponents, it is difficult to pin; you should try knocking them out, instead.







Jaleco USA  
225 Larkin Drive  
Unit 4  
Wheeling, IL 60090

Re: Carrier: The Next Mutation ad copy

The following is the advertisement copy for our new game, Carrier: The Next Mutation. The game will be published on the PlayStation®2 computer entertainment system.

Carrier: The Next Mutation is the [redacted] awesome game on the planet. [redacted], it's got it all!

Chicks with [redacted]. Guys with [redacted]. Action! [redacted] Bombs! [redacted] Blood! Guts! Gore! [redacted] Destruction! [redacted] Rock-n-Roll! All that really [redacted] stuff that makes kids [redacted] their [redacted] and parents pinch [redacted] tighter than [redacted]. Getting through the [redacted] explosions and [redacted] monsters on this ship [redacted] during Desert Storm.

Carrier: The Next Mutation has the [redacted] awesome, god [redacted] scariest, [redacted] plant monsters and, of course, the [redacted] king of bad [redacted] - MORPH! This huge [redacted] plant named MORPH is just waiting to get you [redacted] and infect you! MORPH! is the baddest [redacted] here. This plant is so [redacted] think a weed could [redacted] off philodendron [redacted]. Best to play this game on an empty stomach. Your momma's cookin' [redacted] anyway.

In Carrier: The Next Mutation you go through this [redacted] aircraft carrier trying to reach the engine room without getting [redacted] infected by MORPH or [redacted] your head [redacted] off and [redacted]. MORPH! and his band of [redacted] started to [redacted] the crew. They're already [redacted] and [redacted] gonna help [redacted] now. You can't [redacted] your friends or crew mates any farther than you can [redacted] a rock.

Sure you got a [redacted] gun to blow this [redacted] MORPH! away. Your gonna need help, [redacted]. But who [redacted]? Who is still alive and who is [redacted] bait.

Thank you for taking the time to review my copy. We know that Carrier: The Next Mutation will be a [redacted] must have for all gamers.

**COMING  
FEBRUARY 2001**

Sincerely,

*Ken Gratz*  
Ken Gratz



# Carrier: The Next Mutation

(Game name may change)

## WARNING!

We wanted to tell you all about our cool new game Carrier: The Next Mutation

Well. . .

Our ad agency said you can't say those kinds of things, so this is it.

Buy our game. Filling in the blanks will never be this much fun again.

PlayStation®2



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# DRIVER 2

## Best Paths And Secrets



**D**river 2 is full of secrets and paths. Each of the secrets are color-coded on the maps. The best route to take for each mission is also highlighted.

### CHICAGO

**S** = Secret Car and Area: Open the gate to the stadium near the "Ticket" booth. Go up the stairs in the stadium.

#### Mission

**1** After you exit the alley, go through the grass behind the church. Also, make sure that you hit the shortcut through the park.

**2** The witness you must chase is tough. Be careful at the corners; they're an easy spot to mess up and lose time. On this corner, be sure not to hit the car the witness cut in front of.

**3** In the beginning, don't try weaving through the dirt piles; drive to the left of them. At the end, be sure to get out and run up the ramp.

**4** The most important thing to remember here is to keep your distance from the car you're tailing. In general, keep your proximity meter in the green.



**5** When jumping on the street, be sure not to have too much speed; otherwise you'll be out of control. Also, during the long straightaway, drive in and out between cars and other objects; this will cause the police to wreck.

**6** Use the shortcut behind the church from the first mission in the beginning. The intruder you're chasing enters a warehouse, and exits to the left. From there, he turns right down an alley.

**7** The warehouses are confusing. First head south through the warehouse. You'll eventually exit through some doors on the left. Go north after you see the trucks blocking your path. You'll encounter another warehouse; go south through it. Go through the southernmost warehouse and you should eventually end up on the other side of the trucks. Go over the drawbridge. Sorry, we have no map.

**8** Take your time in the rainy weather, especially when making turns; you have time. To avoid the drawbridge, and shake the Brazilians, the road under the train tracks is best.

### HAVANA

**S** = Hidden Area and **H** = Car: Find a fence with trees around it. To the right is a switch. Flip it and enter. Go through the base and you'll find a car on a platform. Hit the switch inside here to lower the car.

#### Mission

**1** This one isn't too difficult; just watch out for the traffic, and constantly pay attention to your proximity meter.

**2** Weave through traffic and light poles to inflict damage escort or hit the truck at corners; if you hit the truck on the inside as you turn, you shouldn't lose control.

**3** Don't stay directly behind the truck, since the bombs will make you go out of control. Also, watch the bombs when going around corners; they're difficult to judge. Finally, the straightaways are the best opportunity to hit the truck.

**4** The first car will follow the highlighted path until it spots you. The rest of the cars follow a similar driving pattern, so

they shouldn't be too difficult to follow.

**5** If the cops are close to you as you turn, they'll slam into you. The last big turn right before you encounter the ferry is tough. Make sure that you slow down enough; if you get hit here, you'll miss the ferry.

**6** Cut through the grass and trees to save time. Towards the end, you'll encounter a series of curves.

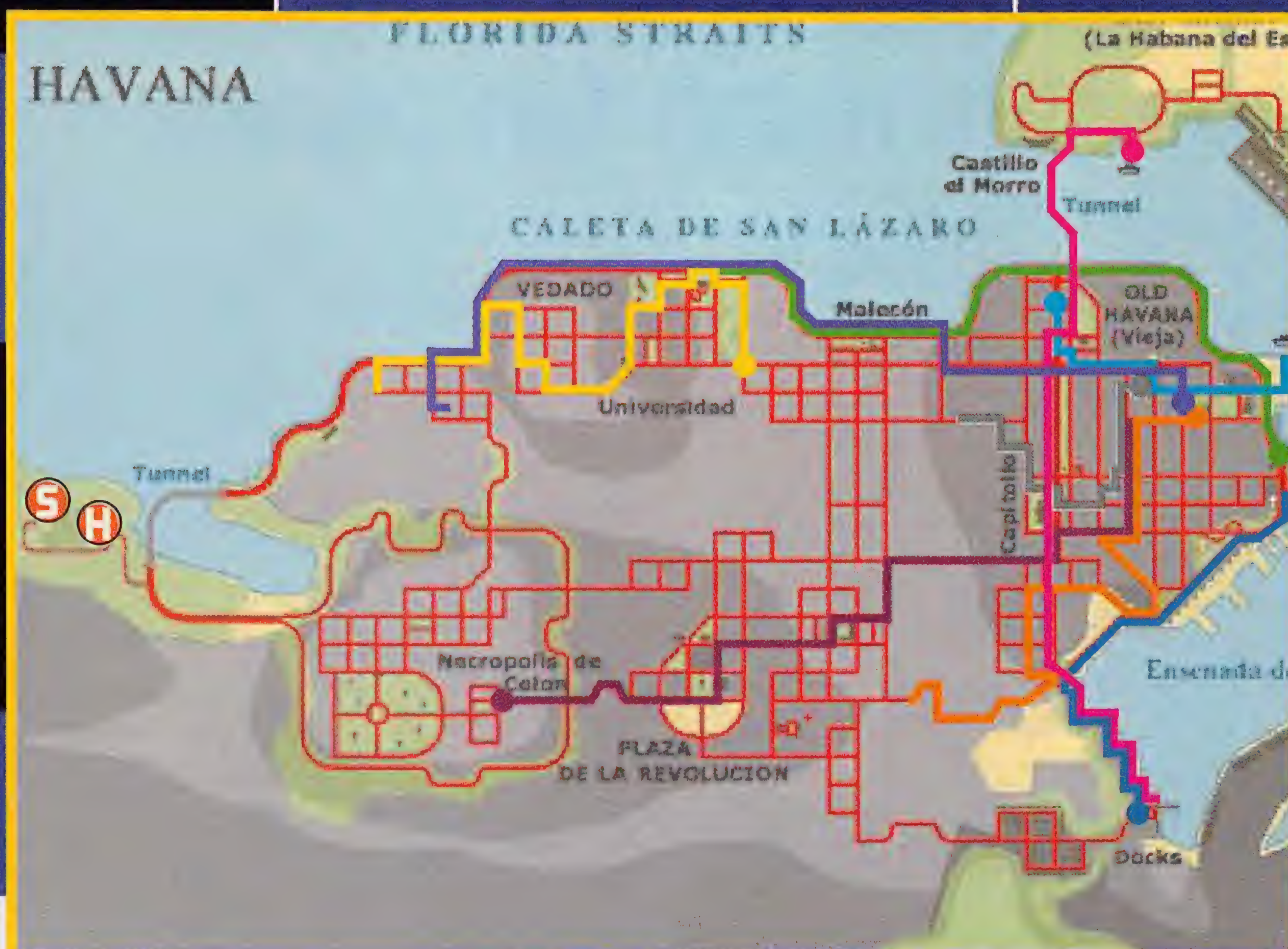
Don't worry too much about the cops, but maneuver your way through this area carefully. Ride the sidewalks, and go through trees to shake the cops.

**7** Again, go through these curves carefully; you can make up for lost time on the straightaway. Towards the end either go through the street or up the ramp on the left. Just be sure that after this, you cut through the grass.

**8** The only difficult part of this objective is the traffic. Be careful not to get too anxious about losing Jericho as you weave through traffic.

**9** Any car except the bus should suffice; the pink is fastest, but has poor handling, while the other two are a little slower, but easier to control.

**10** There are other acceptable routes to take, but the key is to remain as straight as possible. Also, it's easier to lose the Brazilians on the larger streets; weave through traffic and light poles to promote a crash. If you don't lose them before the safe house, you fail.





## LAS VEGAS

**S** = Secret Area: Smash through a fence between a wall and a building.

**H** = Hidden Car: You should find a black fence; on the left side is a switch. Flick it and go right when you return to the street. The car is inside here.

**I** = Invincibility: There's a switch in front of one of the buildings; hit it.

## Mission

**1** About halfway you'll encounter the casino; be sure that you slow down just before the Mid Strip to make the pick up here. Do the typical weaving in and out of traffic and poles to lose any tail.

**2** (Not Shown) Follow the tracks, go left up a hill, and bash through the wooden gates. You'll encounter two buildings; stay on the left. After you pass the second building, turn right towards the tracks. Get into the new car on the bridge and leave the tracks, going to the left.

**3** In the very beginning, cut across the grass of a residence with a white picket fence to get to the other road; go right. For the second big turn that you take, cut through the grass of another residential area; you can identify it by the evergreen trees on the lawn.

**4** Be careful of cars constantly pulling out. Also, between Flamingo and Tropicana, you'll see two huge pillars of a white brick structure; go through it to shake your tail.



**5** At the corner of Tropicana, cut across the field with power lines. Around the corner of Paradise Road, you'll see some black cones and barrels blocking the street. Turn left and go through the grass to the other side. At the end, you'll encounter some buildings; turn left into them.

**6** (Not Shown) Just smash into the ambulance as much as possible. It will take many hits before it goes down, but persistence will pay off. Shake the cop car before you get out of your car.

**7** Cut through the field in the beginning to the main road. Then, go up the ramp on the right. After Tropicana you'll have to go off the road. Go under the road and through the pillars to lose cops.

**8** Immediately make a U-turn. Take it easy around corners and find the car you need to wreck ASAP; use your map to find the car. Once you find it, try cutting it off rather than always directly chasing it.

**9** Get in the car and head north. You'll encounter a building with brick walls and an entrance on the left. Go into it. Once inside the car lot, make another left. You should see the C4.

**10** When the on-ramp meets the ground, make a quick left and go up it. At your second big turn, go off road towards the gray building on the right. When you get to the other side of the building, get out and go open the door. Plant the C4.

## RIO

**S** = Secret area and game: There should be a switch across from a gate between two palm trees.

**G** = Hidden game #2: Right off of the road in front of a white picket fence is a switch.

**H** = Hidden Car: Next to a red door of a brown building is a switch. This opens a gate on the other side of the building. Behind it is a truck.

**I** = Invincibility (cops won't give chase): On a large white building with lots of black doors is the switch. The switch is one of the doors on the corner of the building.

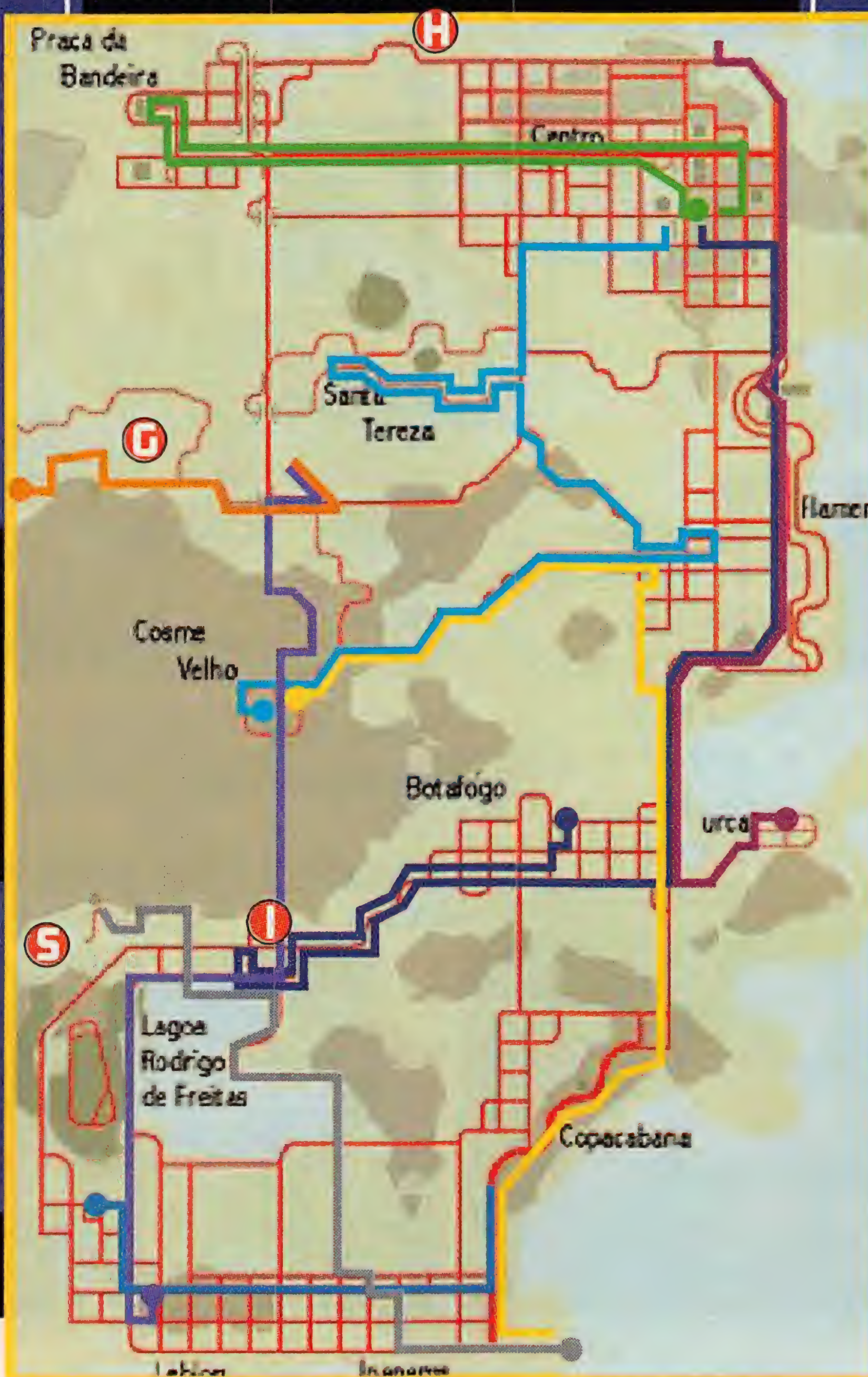
## Mission

**1** You'll encounter a gap between two buildings after a couple of minutes. Get into the bus. Cut across side walks as often as possible to avoid traffic and keep your path straight. Go left into Vasquez's meeting place in the Santa Tereza area. Smash the cars. Return to the main road and get a faster car. Finish the objective.

**2** Ride sidewalks to avoid traffic and make turning easier. Shake the cops before the police garage (if you can't, crash into them). Around the Lagoa area, watch out for the police garage. Hit the button left of the small door and go get a cop car. Towards the end, cut through the park.

**3** Flash your lights at the limo. When it stops, get out and steal it. On the highway, when it

seems as if you must get off, go into oncoming traffic. Go towards the mansion. Turn back the way you came, quickly. Just after Centro, make a right into a field and under a pillar.



**4** You'll catch up with the enemy at the beach. Take him out. Be sure to hit him as he makes a U-turn. Avoid taking damage by weaving in and out of obstacles.

**5** At the first hard right, you'll encounter cops. Take the shortcut through the park from mission 2. Go to the docks through a fence on the right. Before you get out onto the boat, point your car towards land. Lay the bombs and jump off the boat's ramp onto the land.

**6** Reverse out of the alley. Watch for going over bumps in the road and launching too high in the air. Also, when you get off the freeway, go slow down the ramp. Be sure to weave in and out of trees to lose cops.

**7** Get out of the car you begin with and get back into your original car (it's faster). Try to stay ahead of the gunman; if he gets too far ahead, traffic will be hell. Either take him out with ramming, or push him over a cliff.

**8** Take as many shortcuts that you know; the cops are tough and time is short. Near Copacabana, drive on the beach. Go left into the pier. Before you pick up Lenny, lose the cops. Jump the ramp.

**9** Go to the left through a cement wall to the road. Soon you'll encounter Brazilians that try to ram you. Since there isn't a time limit, just try to avoid all of the Brazilians to minimize your damage. Get to the helicopter.



# READY 2 RUMBLE 2

Special Moves, Secret Characters, Costumes, and Codes

**H**ere is the order in which the secret characters are unlocked. Each time you beat all 12 boxers, one of these secret characters will appear.

**KEY:** U = Up  
D = Down  
F = Forward  
B = Back  
LH = LEFT HIGH  
RH = RIGHT HIGH  
LL = LEFT LOW  
RL = RIGHT LOW

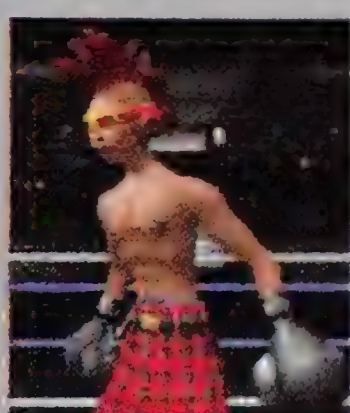
## FREAK E. DEKE

### SPECIALS

F, F + RH  
B, F + RH

### COMBOS

LH, RH, RH, RH  
B + RH, LH, RH



## MICHAEL JACKSON

### SPECIALS

F, F + LH  
B, F + LL  
F, B + RH

### COMBOS

RL, LL, LH, RH  
LH, LH, RH  
F + RL, RH



## G.C. THUNDER

### SPECIALS

F, B + RH  
F + LL + RL  
B, F + LH

### COMBOS

LH, LH, RH, RL  
F + LL + RL, LH, RH  
LH, LL, RL, RL



## WILD "STUBBY"

### CORLEY

### SPECIALS

F, F + RH  
F, F + RL  
B, F + RH

### COMBOS

D/U RL, LH, RH, LL  
LH, RH, RH  
F, F + RL, LH, RH



## SHAQ

### SPECIALS

B, F + LH + RH  
U, D + LH or D, U + LH  
B, B + RH

### COMBOS

LH, RL, LL  
LL, LH



## FREEDOM BROCK

### SPECIALS

F, F + LL  
F, F + RH  
B, B + RH

### COMBOS

LH, LH  
U/D + LH, LL, RH  
RH, RL, RL



## ROCKET SAMCHAY

### SPECIALS

B, F + LH  
F, B + LH  
B, F + RH  
F, B + RL

### COMBOS

U/D + LH, RH  
LH, LH, RH, LH  
F, B + RL, RH, LH



## ROBOX

### SPECIALS

B, F + RH  
F, B + RH  
F, B + LH

### COMBOS

LH, RH, RH  
U/D + LL, RL, RH



## BILL CLINTON

Special Moves and Combos  
Unknown



## HILLARY CLINTON

Special Moves and Combos  
Unknown



## RUMBLEMAN SPECIALS



F, F + LH  
F, F + LL  
F, F + RL

### COMBOS

F, F + LH, LH

## SECRET COSTUMES

For every character, there are two additional outfits available when you use that character and complete champion mode. To select alternate costumes, press □.

## CODES

Toothpick Mode:

→ → → → R1 R2

Big Gloves Mode:

← → → → R1 R2

Zombie Mode:

← → → → R1 R1 R2

Chubby Mode: → → →

→ → R1 R1 R2

# ULTIMATE FIGHTING CHAMPIONSHIP

## Hidden Characters and Secrets

**P**SM has compiled all the secret stuff for *UFC*. You'll now have access to every hidden character, plus some extra cheats for your enjoyment.

## HIDDEN CHARACTERS

Go to Create Fighter mode and input the following first names (for the last names you can type in anything). Continue through to the end. When you're prompted to save, simply highlight "No" and exit. Now, go and fight with your new character!

FIRST NAME	UNLOCKS
Microphone	Bruce Buffer
Big John	John McCarthy
Smile	Card girl
Chop	Karate Fighter
Sasuke	Ninja Fighter
Mask	Pro-Wrestler
Kung-Fu	Kung-Fu Fighter
Punch	Kick Boxer



HOMETOWN	UNLOCKS
OCTAGON	Ulti-Man
CIRCLE	Sumo
STREET	Street Fighter
MAT	Amateur Wrestler



## SECRETS

### Slide show of the loading screens

Complete Tournament or Champion road mode. After the ending, simultaneously press the second player's controller: R2, L1, and L2 when a text box appears on the screen. Now you can see slides of the loading screens.

### Maximizing Stats

In the ability setting screen in the Create Fighter mode, when you adjust the stats at the end, enter these numbers to max out that fighter's ability points:

LIFE	23
POWER	51
SPEED	3
ENDURANCE	9
STAMINA	27
OCTAGON CONTROL	77
GROUND SKILL	34



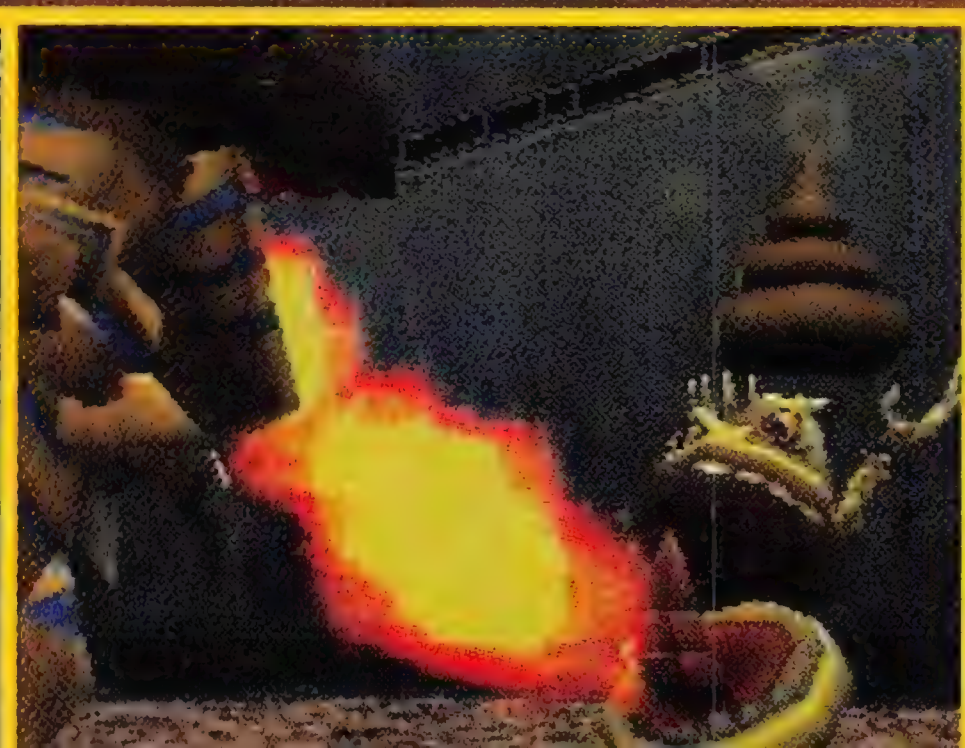


CAUTION: MAY NOT BE SUITABLE FOR PEOPLE WHO SUCK AT VIDEO GAMES.

If you're going to try playing Digimon World, you'd better make sure you're wearing two pairs of underpants. See, some of these Digimon are so vicious and twisted they were actually banned from television. That's okay with them, there are more things to blow up in video games anyway. Like you. So if you think you've got enough game for Digimon World, bring it. But don't say we didn't warn you.



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# CODES

This month's hottest cheats

## SSX

At the Options Menu, hold all four shoulder buttons and enter in the following codes:

**Max out Stats** .....X X X X X X X □

**Unlock everything**

↓ ← ↑ → X ○ △ □

## UNREAL TOURNAMENT

On the server, inside the mini-menu (press Start during gameplay), press ← ○ ← → □ →

## CHEATING THE LADDER

On the resume game menu, select an existing saved game, and press  
↑ ↓ ↓ ↑ ← ↑ ↓ ↓

To advance through the current map while playing it, hit Pause and press  
↑ ↓ ↓ ↑ → ← ○

To go into God Mode while Paused, press  
□ ○ ← → ○ □

## ALL AMMO

PAUSE game and press  
← → ○ ○ ○ → ←

## UNLOCK BIG HEAD MUTATOR

In the main menu, press ← → ← → ← →  
○ ○ ○

## UNLOCK FATBOY

In the main menu, press ○ ○ ○ ↑ → →  
↑ ○ ○ ○

## UNLOCK STEALTH

In the main menu, press □ □ ○ ○ □ □  
○ ○

## MOTO GP

## SECRET CHARACTERS

Klonoa: complete challenge 22  
K1: complete challenge 23  
Gun Koma: complete challenge 24

## SUMMONER

## GEEK'S MOVIE

At the title screen, go to the credits option. Just hit Start to get through the credits. At the end, you'll be able to see an extremely funny Summoner movie.

## SMUGGLER'S RUN

Press the Start button during gameplay, and then enter the appropriate sequence as stated below. If done correctly, a tone will sound to let you know.

Note: All defaults will be put back in place upon loading a new level, mission, or returning to the front end.

## INVISIBILITY

R1 L1 L1 R2 L1 L1 L2 (enter it again to turn off)

## TIME WARP INCREASE

R1 L1 L2 R2 → → →

## TIME WARP DECREASE

R2 L2 L1 R1 ← ← ←

## BOUNCE MODE

L1 R1 R1 L2 R2 R2

## WIZARD OF OZ MODE

R1 R2 R1 R2 ↑ ↑ ↑

## DYNASTY WARRIORS 2

Enter these at the title screen. If done correctly, you'll hear the sound of charging warriors.

## WU CHARACTERS

□ □ R2 R2 R1 R1 □ □

## SHU CHARACTERS

□ □ R1 R1 R2 R2 □ □

## FREE MODE SIDE SELECTION

While holding down △, press R1 L1 L2 R2 R1 L1 L2 R2

## FREE HEALTH

Find a save spot and either save or decline. Either way, your health is restored afterwards.

## DOA2: Hardcore

### BAYMAN

←. Unlock him by completing Story Mode with all characters on any difficulty level.  
→. Finish Story Mode by using any combination of characters 30 times.

### TENGU

You must unlock Bayman first in order to unlock Tengu  
←. Find 10 Stars in Survival Mode  
→. Use any combination of characters 200 times

### CG GALLERY

Unlock this mode by obtaining 200 "Game Points."

### GAME POINTS

Depending on which mode you play, you'll earn a certain number of Game Points. Here's the list:

Mode	Points
Story .....	10
Time Attack .....	20
Survival .....	20
Versus .....	20
Tag .....	30
Team .....	40

### ADDITIONAL CREDITS

On Very Hard difficulty, beat the game with every character. Now you can see extra credits of every DOA team member, and you'll hear new music.

### SILENT SCOPE

### UNLOCK "CHALLENGE 100"

Clear all 9 stages of Outdoor Shooting Range and Challenge 100 will be

# GAMESHARK CODES

## MS. PAC-MAN MAZE MADNESS

Have Cherry .....	801095100001
Have Strawberry .....	801095120001
Have Peach .....	801095140001
Have Pretzel .....	801095160001
Have Apple .....	801095180001
Have Pear .....	8010951a0001
Have Banana .....	8010951c0001
Have Gold Key .....	8010951e0001
Have Red Key .....	801095200001
Have Blue Key .....	801095220001
Have Green Key .....	801095240001
Have Purple Key .....	801095260001
Have All fruit and Keys .....	50000c020000
Have All fruit and Keys .....	801095100001
Plenty Of Pac-Dots .....	d01f81ca0001
	801f81ca03e7

Skate Mode .....	8010961a0001
Infinite Lives-Classic .....	d00f58000002
	800f58000063

## MTV SKATEBOARDING

Press Up to Ride on Air .....	d00ace42fef
	800a0b300000
Up + □ for Big Air .....	d00ace427fef
	800a05a2004f
	d00ace427fef
	800a0b300001
Easy Win/Super Score - Ls Mode .....	d00a058e0000
	800a058e0fff
	80099c380064
	80099c5C0064
	80099c800064
	80099cc80064
1 Piece Unlocks Board - Hunt .....	800a0544003e
Easy Win MTV Hunt .....	d00a02c80001
	800a02c8000a

## NASCAR 2001

Quick Win .....	d001c7740001
	8001c7740032
	d001a6400001
	8001a6400032
	d00209dc0001
	800209dc0032
Start On Lap 2 .....	d001c7740001
	8001c7740002
	d001a6400001
	8001a6400002
	d00209dc0001
	800209dc0002
<b>PARASITE EVE 2</b>	
Press Square for HP	
MP & Fine Condition .....	d00715180080
	80073ba203e7
	d00715180080
	80073ba603e7
	d00715180080
	80073ba00000
	d00715180080
	80073ba003e7



unlocked in the main menu screen. In Challenge 100, you can play 100 outdoor shooting ranges. Proceed to the next stage by getting a grade of "A" or higher.

#### UNLOCK REAL-TIME WINDOW

At the end of the game, succeed and fail at rescuing the president. After you see both endings, you'll unlock this secret.

#### UNLOCK TIME LIMIT OPTION

If you play for five hours, a new option called "Time Limit" will appear allowing you to select extra time for stages.

*Input the following commands during the Mode Select screen:*

#### PROFESSIONAL MODE

Hold down the R1 Button and press the Start Button 4 times.

#### NIGHT VISION MODE

Hold down the R1 Button and press the Start Button 5 times.

#### PROFESSIONAL NIGHT VISION MODE

Hold down the R1 Button and press the Start Button 6 times.

#### NO CROSSHAIR MODE

→ → → □

#### ROMANTIC MODE

← → → □ △

#### INTERRUPT MODE

(play at 1/60 processing speed)

→ △ ↑ □ △ ↓ → ↓ → □ △

#### MIRROR MODE

← ← → □ ↓ ↓ ↑ △ ↑ → ↓ ↑ ←  
↓ □

#### NO SCOPE MODE

→ ↓ → □ → ↓ → □

#### HIDDEN MODE

→ ↓ → □ ↑ □ □ △ ↓ → ↓ → □ △

#### NIGHT MODE

↑ ← ↓ → ↑ □ △

#### FIRST-PERSON VIEW MODE

↑ ↑ ↑ ↑ ↓ ↓ ↓ ↓

#### NO ENEMY TARGETING MODE

→ → → → ← ↓ ↑ →

*Input the following commands during the pause menu of Story Mode:*

#### EXCHANGE HALF OF LIFE FOR 5 SEC.

↑ ↑ ↓ ↓ ← → ← → X ○

#### EXCHANGE 5 SEC. FOR EXTRA LIFE

△ X → ← → ← ○ X → ← → ← ↓ ↓  
↑ ↑

### SWING AWAY GOLF

#### ALL CHARACTERS

Enter the following commands at the Main Menu:

L2 R2 L2 R2 ↑ → ↓ ←

#### ALL COURSES

Enter the following commands at the Main Menu:

L2 X X X X X R2 X X X X X L1 R1

#### ALL GAME MODES

Enter the following the commands at the Main Menu:

← □ ↑ □ ↓ ○ ← □ L1 R1

#### LEFT-HANDED PLAYER

At the Character Selection screen, press SELECT while pressing L2

#### SLOW MOTION REPLAY

Access Slow motion by pressing L2 + R2; keep pressing until replay starts.

#### CHANGE PLAYER'S DRIVING RANGE POSITION

When selecting a driving range while pressing L2 + R2, a player can hit from the second floor. When selecting a driving range while pressing L1 + L2 + SELECT, a player can hit from the roof. Keep the buttons pressed until the screen fades and becomes the loading screen.

#### CHANGE EFFECTS

Enter the following commands at the Main Menu to change the sound effects:  
L1 R1 L2 R2 L1 R1 L2 R2 L1 R1

#### CHANGE COSTUMES

Costume can be changed when selecting a character in Normal Mode by using the L1 and R1 buttons.

### MOH UNDERGROUND

*Enter these at the password menu:*

RICOCHET..... Bouncing bullets  
LATIREUSE ..... Podoski Mode  
BALLESVITE ..... 4X Firing rate  
PUISSANCE..... Invulnerable  
AUTODINGUO ..... Wacky taxi  
DWIECRANS..... Personal Screens  
MOHDESSINS..... Team Cartoons  
MOHUEQUIPE ..... Team Gallery  
MOHDESSINS..... Cartoon Gallery

After you complete a level, certain Mutiplayer characters and secrets are unlocked. We've listed which stuff is unlocked after the completion of each mission. All cheats entered will only function within completed levels.

**Mission 1:** Swell Multiplayer, Petain (Petain), Marie Antionette (Marie), Snotty Waiter (Garcon), Mime (Marcel)

**Mission 2:** Bouncing Bullet Mode, Moroccan Fez Spy (Viktor), Joan of Arc (Joan), Cyrano (Cyrano), Bogart's Casablanca character (Rick)

**Mission 3:** No Reload Mode, Archeologist (Rheinhold), Greek Smuggler (Jakob), Minotaur (Deadalus)

**Mission 4:** Civil War Mode, Wewelsburg Knight (Lothar), Nosferatu (Shrek)

**Mission 5:** Podoski Mode, LATIREUSE Paratrooper (Erich), POW (Wild Bill), Snotty French Waiter (Garcon)

**Mission 6:** 4X Firing Rate, Hooded Mountain Trooper (Herbert), Napoleon (Napoleon), Factory Worker (Olly)

**Mission 7 (Gratitude of Liberated France):** Unlimited Ammo Mode, Resistance Fighter (Denis), Hunchback (Quasi), De Gaulle (DeGaulle), Statue of Liberty (Frederique)

**Mission 7 (Earned with the Cross of Liberation):** Invulnerability

**Mission 7 (Earned with the Legion of Honor):** Secret Mission

**Mission 8:** Wacky Taxi Mode, Jimmy

R1 & R2 for Infinite Ammo ..... d00715180080  
80073ba403e7  
d00715180080  
800728300064  
d00715180008  
3007280900ff  
d00715180002  
3007280b00ff  
d00715180088  
3007280900ff  
d00715180082  
3007280b00ff  
Max Exp & BP After Battle ..... d31153f80001  
801153f87ff  
801153fc0001  
801153fc7ff

#### POLARIS SNO CROSS

Must Be On ..... c0038a740001  
Infinite Time ..... 800ab5e40000  
Max Tournament Points ..... 8006195800ff  
All Classes Unlocked ..... 800619d80004  
All Tracks Unlocked ..... 800619e403ff

All Sleds Unlocked ..... 800619e001ff  
Infinite Wrenches ..... 50000b010000  
300618a40063  
300618b30063  
300618b40063  
300618b80063  
300618be0063  
300618c20063  
300618c80063  
300618cc0063  
300618cd0063  
300618ce0063

#### RESIDENT EVIL SURVIVOR

Status Always Fine ..... 800a858400c8  
Infinite Continues ..... d00b608c0001  
800b608c0004  
All Key Items & Wpns Part 1-4 ..... e00a88c00002  
300a88c00032  
e00b4c380000  
300b4c380013  
800afa000021  
800afa060100

800afa080022  
800afa0e0200  
800afa100024  
800afa160300  
800afa180025  
800afa1e0400  
800afa200027  
800afa260500  
All Key Items & Wpns Part 2-4 ..... 800afA280029  
800afa2e0600  
800afa300026  
800afa38002c  
800afa3e0800  
800afa40002e  
800afa460900  
800afa48002d  
800afa4e0a00  
800afa50002b  
800afa560b00  
800afa580030  
800afa5e0c00  
800afa60002f  
800afa660d00



Patterson (Jimmy), PanzerKnacker, Julia Child (Jewels), Heino (Schlagermeister)

## ALIEN RESURRECTION

At the options screen, input these following codes:

### CHEAT MODE

Press  $\circ + \rightarrow \circ + R2$ . This allows God mode, all weapons, infinite ammunition, infinite oxygen, no chestbursting, and level selection.

### RESEARCH MODE

Press  $\square + \downarrow \circ + R1$

## GAMEDAY 2001

BIG PIG .....Huge Football  
SPECIAL MOVE.....Super Special Moves  
TINY GUYS.....Really Small Players  
GD FIELD .....Gameday Field  
UNBEATABLE.....Extra Hard Mode  
JACK HAMMER.....Super Stiff Arm

## MOTO RACER WORLD TOUR

### OPEN EVERYTHING

At the menu screen, input  
 $\square \triangle \circ \circ + + +$

## MTV SPORTS PURE RIDE

### UNLOCK HIDDEN CHARACTERS

To unlock the different hidden characters in the game beat the different Specialist Events and win the different Tour Challenges. The following are the hidden characters you can unlock and what events you need to beat to unlock them.

#### Character Events

Oakey .....Specialist Halfpipe  
Pecker .....Specialist Big Air  
Bones .....Specialist Slopestyle  
Blaise Rosenthal ..Sims Invitational  
Michele Taggart ..MTV Sports Finals  
Brad Schuffele ..Etnies Thirty-Two Cup  
Marc Montoya ...Swiss Army

## DINO CRISIS 2

### UNLOCK SECRET STUFF

You'll need the money listed to obtain the dinosaur for Coliseum or Dino Duel.

Character	Points
Rick .....	100,000 Extinct Points
Gail .....	100,000 Extinct Points
Tank .....	120,000 Extinct Points
Oviraptor .....	150,000 Extinct Points
Velociraptor ..	150,000 Extinct Points
Inostrancevia.	160,000 Extinct Points
Allosaurus...	180,000 Extinct Points
T. Rex. ....	150,000 Extinct Points
Triceratops ..	200,000 Extinct Points
Compy. ....	250,000 Extinct Points

### UNLOCK DINO COLISEUM

Beat DC once to unlock Dino Coliseum. You can fight against every dinosaur found in the game.

### UNLOCK DINO DUEL

After you buy Rick, Gail, and the Tank for the Extra Crisis games at the player Entry screen, a new row of dinosaurs will open up. Use Extinct points to buy dinosaurs and fight them in Dino Duel.

### UNLOCK EPS PLATINUM CARD

Complete the game with all 11 Dino files. Go to the save screen to verify that you've obtained the EPS Platinum card.

This will allow you to play your next game with unlimited ammo.

### UNLOCK MORE DINOS

In Hard Mode, after buying every other dinosaur for Duel, the Triceratops and Compsagnathus will be available. They will cost you quite a few Extinct points, however (see chart at left).

## ARMY MEN: SARGE'S HEROES 2

### LEVEL PASSWORDS

At the Password entry screen, enter one of the following to jump to the level you wish to play.

Level	Password
Bridge .....	FLLNGDWN
Fridge .....	GTMLK
Freezer .....	CHLLBB
Inside Wall .....	CLSNGN
Graveyard .....	DGTHS
Castle .....	FRNKNSTN
Tan Base .....	BDBZ
Revenge .....	LBBC
Desk .....	DSKJB
Bed .....	GTSLP
Blue Town .....	SMLLVLL
Cashier .....	CHRG
Train .....	NTBRT
Rockets .....	RDGLR
Pool Table .....	FSTNLS
Pinball Table .....	WHSWZRD

## ROLLCAGE STAGE II

### CHEATS

These codes were run in the august issue (the month we though the game would

be released). Enter these codes as your password.

### Give ATD Ghost Cars

WELL.IF.IT.AINT.THEM.PESKY.KIDS

### Give Demolition Modes

IS.IT.COLD.IN.HERE.OR.IS.IT.JUST.ME?

### Give Mega Speed

LOOK.OUT!.ITS.ANDY.GREEN

### Give Mirror Mode

I.AM.THE.MIRROR.MAN.,  
0000000000!

### Give Pursuit mode

PURSUIT,.A.SUIT.MADE.FROM.CATS

### Give Rubble Soccer Mode

IM.OBVIOUSLY.SICK.AS.A.PARROT

### Give Survivor Mode

HERE.TODAY,.GONE,.LATE.AFTERNOON

### Give All Combat Tracks

YOU.HAVE.A.LOTA.EXPLODING.TO.DO

### Give All Tracks

NOW.THAT'S.WHAT.I.CALL.RACING.147

### Give All Cars

WHEELS,.METAL,.ITS.....THE.BIN!

### Give Everything

I.WANT.IT.ALL.AND.I.WANT.IT.NOW!

### Makes Masters Very Hard

MASTERS.IS.AS.HARD.AS.NAILS.MON!

## PARASITE EVE II

### REPLAY MODE

Beat the game once and when you play

All Key Items & Wpns Part 3-4 .... 800aFA680037

800afa6e0e00

800afa700034

800afa780036

800afa7e1000

800afa800035

800afa863f00

800afa880020

800afa900023

800Af8100008

800af8120001

800af814000f

800af816fffe

800af8180001

800af81a0011

All Key Items & Wpns Part 4-4 .... 800af8200002

800af8220011

800af8280003

800af82A0011

800af8300004

800af8320005

800af8380005

800af83a0006

800af8400006

800af8420006

800af8480007

800af84a0001

### SNO-CROSS RACING CHAMPIONSHIP

255 Championship Race Points ... 801fb77000ff

Infinite Cash ..... 801fb774e0ff

801fb77605f5

Start On Final Lap ..... e012dcfa0000

3012dcfa0002

Always Finish 1st ..... e012dcfa0002

3012dcfb0000

Unlock All Tracks, All Sleds,

and Hill Climb Events ..... 801fb1fc0007

Racing Max Trick Cash ..... 800C5aa0270f

### LITTLE MERMAID 2

Infinite Health / Air ..... 800e7d88 0064

Have all Pearls ..... 800e9116 0005

Have All 50 Coins ..... 800d90fe 0032

### WDL THUNDER TANKS

Press L2 To Refill Health ..... d00f8c62feff

800df6540110

Press L1 For Rapid Fire ..... d00f8c62fbff

800d6c220001

### DESTRUCTION DERBY RAW

MUST BE ON! ..... c003448c007c

Infinite Car Damage ..... 800aa7220000

800e01540000

800e01560000

800e01580000

Infinite Cash for Cars ..... 80066afcfiff

All Cars Unlocked ..... 80066c480001

80066e1c0002

80066c6c0003

80066c900004

80066cb40005

80066df80006

80066cfc0007

80066cd8000b

80066d200004

80066d44004B

80066d680009



again, it will be in replay mode, where you can keep the EXP and BP you earned in the last game. Powerful weapons will also be available much earlier in the game. The strength of the bad guys are cut in half and items and Parasite Energies are much cheaper.

## BOUNTY MODE

Bounty Mode is also opened after you beat the game once. In this mode, your BP and EXP will be lower than in Replay Mode, but higher than normal. Golems will attack much earlier and are twice as powerful.

## SCAVENGER MODE

To unlock Scavenger Mode, you have to clear Replay Mode, Bounty Mode or the Normal Mode with 69,000+ EXP. In Scavenger Mode, you can only inflict half the damage as normal and enemies inflict double the damage. Any items that you earn in this mode, like the Gunblade and the Hypervelocity, can be used in other modes, like Replay mode once Scavenger Mode has been completed.

## NIGHTMARE MODE

Beat Scavenger Mode and you will unlock Nightmare Mode, the toughest mode in the game, where you have only 50 HP and 30 MP at the start of the game and you can inflict only 20% of the damage that you used to be able to do. If

you can beat this mode, your BP and EXP will go through the roof.

## BONUS RATINGS

By playing and beating the different Bonus Modes you unlock, you can automatically increase your ratings by a specific amount. For example, if you beat Bounty Mode with a B rating, you will actually get an A rating.

Mode	Rating
Bounty Mode . . . . .	1 extra level
Scavenger Mode . . . . .	2 extra levels
Nightmare Mode . . . . .	3 extra levels

## DAVE MIRRA FREESTYLE BMX

## UNLOCK HIDDEN STUFF

By beating the game with the following riders, you can unlock several secret gameplay modes and even a first person view. After a hidden mode is unlocked, it will appear in the Cheat Menu found in the Options Menu.

<b>Rider</b>	<b>Hidden Feature</b>
Troy McMurray . . .	Exorcist Mode
Mike Laird . . . . .	First Person View
Chad Kagy . . . . .	Bike Suspension
Tim Mirra . . . . .	Silly Grunt Mode
Kenan Harkin . . . .	Sticky Crash Mode
Shaun Butler . . . .	Night Vision Mode
Leigh Ramsdell . . .	Big Crash Mode

Joey Garcia . . . . . Ghost Rider Mode

## UNLOCK HIDDEN MOVIES

Beat the game with the following riders to unlock the corresponding cinemas.

Rider	Hidden Movie
Dave Mirra . . . . .	Dave Mirra Movie
Ryan Nyquist . . . .	Ryan Nyquist Movie
Slim Jim . . . . .	Online Promo
Amish Boy . . . . .	Programmer Movie

## UNLOCK THE AMISH BOY

Beat the game with all ten original riders. This will unlock the Amish Boy hidden character.

## UNLOCK SLIM JIM

Start a Proquest and at the rider select screen press  $\downarrow \downarrow \leftarrow \rightarrow \uparrow \uparrow \bigcirc$ .

## HAVE ALL BIKES

Start a game in any mode, then select your rider. Next at the bike selection screen press **↑ ↑ ↑ ↓ ↑ → ← → ○**. You will have to reenter the code if you choose a different rider.

## UNLOCK ALL LEVELS

Start a game in any mode, then select your rider. Next at the style selection screen press  $\leftarrow \uparrow \rightarrow \downarrow \leftarrow \downarrow \rightarrow \uparrow \leftarrow \bigcirc$ . You will have to reenter the code if you choose a different rider.

## UNLOCK ALL STYLES

Start in any mode, select your rider and then select your bike. Next, at the style selection screen, press  $\leftarrow \uparrow \rightarrow \downarrow \leftarrow \downarrow \rightarrow \uparrow \leftarrow \bigcirc$ . You will have to reenter the code if you choose a different rider.

## DUKE NUKEM: PLANET OF THE BABES

## SECRET CODES

Input these codes on the cheats screen

Level select. .... ☐ X ☐ ☐ X ☐ ☐

Invincibility ..... L1 ☐ ☐ ☐ ☐ L1 L2

All weapons ..... R2 X L1 ☐ R1 ☐ L2

Infinite ammo.... L2 ☐ R2 ☐ ☐ L2 R1

Double damage . . ☐ ☐ ☐ ☐ ☐ ☐ X

Invisibility . . . . . ☐ X ☐ ☐ X ☐ ☐.

Full ego..... R1 R1 ☐ ☐ L1 L1 R2

Full armor ..... L1 L1 R1 R1 X X ☐ ☐

First person view . L2 R1 L1 R2 ☐ X ☐

Big head Duke ... ☐ ☐ X ☐ ☐ X ☐

Small head Duke . ☐ X ☐ ☐ X ☐ ☐

Big head enemies X X R1 X L1 X.

Small head enemies X L1 X R1 X X

Wacky FMV ..... L1 L2 R1 R2 ☐ ☐  
☐ ☐

Outtake FMV .... L1 L2 R1 R2 ☐ ☐  
☐ ☐

Ending FMV ..... ☐ R2 L1 ☐ L2 X R2.

Unlock all cheats . L1 L2 R2 R1 L1 L2  
R2 R1 L1 L2 R2 R1  
L1 L2 R2 R1 ☐ ☐  
☐ ☐ X X X X  
☐ ☐ ☐ ☐ Select (4).

80066d8c0000  
80066db0004c  
80066dd40045  
80066e400008  
80066e64000  
80066e880011  
80066eac000e  
80066ed00043  
80066ef40041  
80066f180040  
80066f3c004f  
80066f600051  
80066f84004e  
80066fa80044  
80066fcc0047  
80066ff0000d  
80067014000a  
800670380010  
8006705c0049  
800670800046  
800670a40042  
800670c80048  
800670ec004a  
800671100050  
80067134004d

## COOL BOARDS 2001

Enable Code version 1 .....	d00b11cc023a
	800b11ce1000
Enable Code version 2 .....	d00b1144000a
	800b11461000

Stop Timer .....	800a7f4c0000
All Levels Unlocked .....	8006be34ffff
	8006be36ffff
	8006be38ffff
	3006be3a00ff
All Boards Unlocked .....	3006bf0c00ff
All Characters Unlocked .....	8006c2fcffff
All Trick Gates Won .....	800778640000
Always Place First .....	800a68920000
Max Score .....	800a68ee00ff
	800a68ee05f5

## MEDAL OF HONOR UNDERGROUND

Infinite Ammo .....	D0049580 005E 80049582 2400
Infinite Health Mission 1 .....	800f0cea0080 800e2dda0080 800e6e2a0080 800e689a0080
Infinite Health Mission 2 .....	800e550a0080 800d9c8a0080 800e57da0080 800e74ca0080
Infinite Health Mission 3 .....	800ec48a0080 800dcdea0080 800f147a0080
Infinite Health Mission 4 .....	800d71aa0080 800ddcca0080 800de6ba0080
Infinite Health Mission 5 .....	800e48aa0080 800e190a0080

	800e455a0080
Infinite Health Mission 6.....	800e264a0080
	800fa97a0080
	800e82ea0080
Infinite Health Mission 7.....	800dd80a0080
	800dc5ea0080
	800e4f9a0080
	800df53a0080
Infinite Health Bonus Mission .....	800e860a0080
	800dfbca0080
	800e426a0080

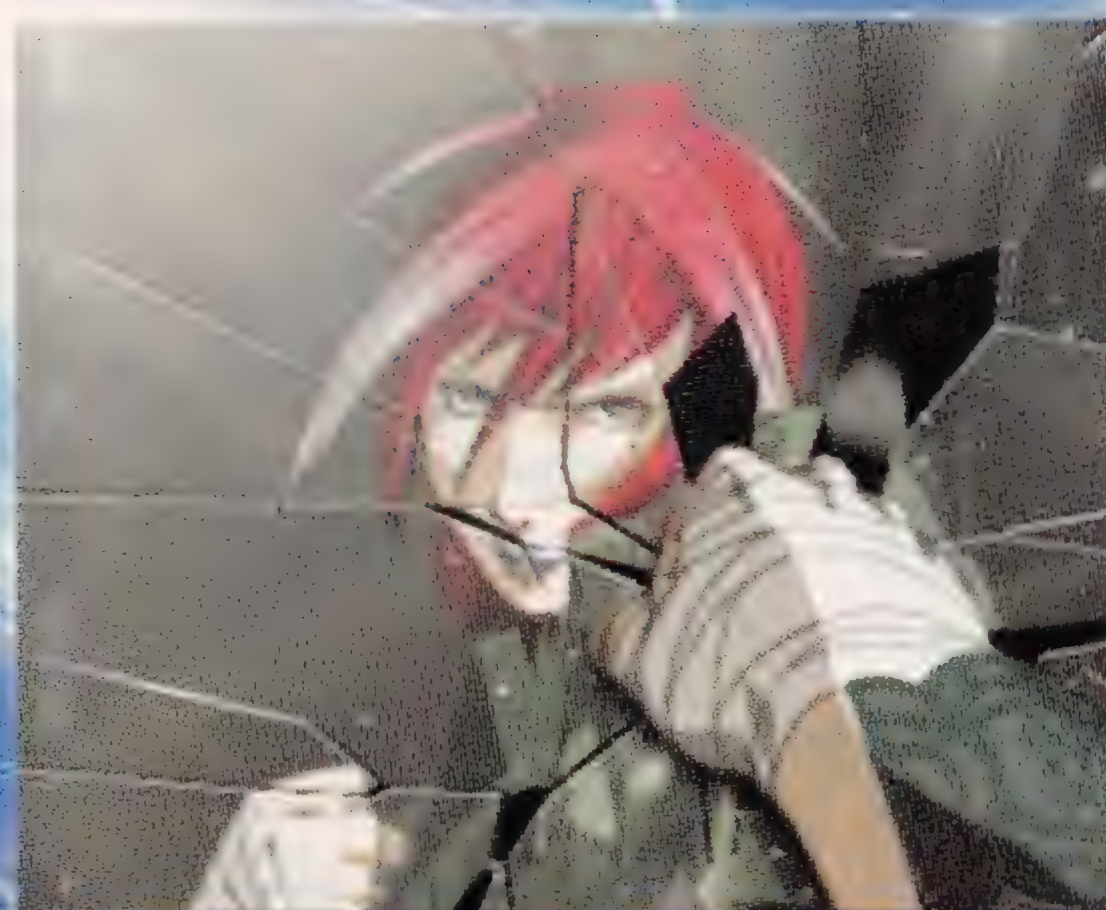
## SPYRO: YEAR OF THE DRAGON

148 Eggs	8006C6600094
Quick Win Vs. Shark Sub	d01623b400010
	801623b400001
Plenty Of Gems	8006c71c3a98
Infinite Lives	8006c7840004
Infinite Health	800705a80003
All Sunrise Springs Gems	80071a100190
All Sunny Villa Gems	80071a140190
All Cloud Spires Gems	80071a180190
All Seashell Shore Gems	80071a200190
All Mushroom Speedway Gems	80071a240190
All Shela's Alp Gems	80071a280190
All Middy Garden Home Gems	80071a340190
All Icy Peak Gems	80071a3801f4
All Enchanted Towers Gems	80071a3c01f4
All Spooky Swamp Gems	80071a4001f4
All Barnboo Terrace Gems	80071a4401f4



# DEMONS DO EXIST

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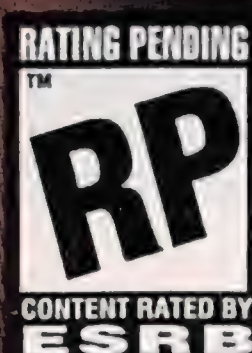


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# LETTERS

The answer to your question is just a letter or an e-mail away



PSM Letters  
c/o Imagine Media

150 North Hill Drive  
Brisbane, CA, 94005 USA



E-mail:  
psm@imaginemedia.com



▲ *Vanishing Point* looks great, but it's taking its time to get here. It should be worth the wait, though.

## RANDY'S TIP OF THE MONTH:

"For those late-night gaming sessions, I highly recommend Butterfingers and Dr. Pepper. The chocolate coats your teeth, then the Dr. Pepper slowly melts it with its sweet carbonated sizzle."

## Vanishing Point... Vanished?

I've been patiently waiting for *Vanishing Point* for the PlayStation, and have been looking everywhere for it. I finally found a website that had a release date of 10/13. That day came and went, so I called Software Etc. They had a release date of November 16th. In mags I've been seeing release dates of in October. I'm a hardcore racing fan, owned or played nearly every worthwhile racing game on the PS and I'm very anxious to get my hands on this game. I noticed that in your current issue, however, that there is no release date shown for this title. WHAT'S GOING ON?

Jeff Locke, Oronoco, MN.

coming back. I was wondering, is that true? I have been reading and reading to find out more about it, but you guys haven't said anything else.

Daniel R. (email withheld by request)

**CHRIS:** Unfortunately, Daniel, Sony hasn't said anything official regarding that rumor. *Jumping Flash!* was one of the first PSone games that really "wowed" me, and I can barely imagine how cool a PS2 version would be. Let's keep our fingers crossed!

## Where's PS2 GameShark?

It doesn't look like there is going to be a PS2

**RANDY:** Actually Jeff, there's good news to report. According to Acclaim, *Vanishing Point* should finally hit in mid-December — in other words, it's either out or will be any day now. There's a chance that it might be out later in the month, but according to what we've heard, it'll definitely make it by year's end. Keep your eyes peeled!

## Jumping Flash?

I read a rumor a couple of issues back that said that *Jumping Flash!* is



▲ That... that'll show those guys at (wheeze)... Dreamcast Magazine... who can eat the most (urp!)... jam! Now, if someone would... call... 911...

GameShark and instead, they are releasing the Code Breaker. Is there any big difference between the two or are they basically the same thing?

A. Davis, ADavis5@aol.com

**STEVE:** Those two are different devices, but they basically do the same thing. Interact will be coming out with a PS2 GameShark shortly, but I'm not sure of the exact release date. The Code Breaker will be out first, but I don't expect it to have the support that the GameShark will. I would just wait for now.

## Don't Mess with Street Fighter!

PS2 is about to come out, and I can proudly say that I am looking forward to *Street Fighter EX3*. Yes, that's right. A game which every single reviewer has found the need to put down because of its lack of a real 3D. All those people should shut the hell up before they ruin the best fighting game series ever created. Do you really want Arika/Capcom to listen to you guys and create a fully 3D style game of *Street Fighter*? Of course not, do you know how horribly that would play? It would play like *Tekken*, and nobody really wants that. And if they do, they'll just buy *Tekken*. The EX series should stop being judged by the standards of other 3D games. So, for all you kiddies out there who aren't into the old-school *Street* ►

## LINK-UP

Send your linkup e-mails to psm@imaginemedia.com, with "Link up" in the subject line.

► **Jace Miller**, age 16  
Favorite Genres: RPGs  
Favorite Games: *Final Fantasy1-7*, *Chrono Trigger*, *Chrono Cross*, *Metal Gear Solid*, *Tenchu*  
Quote: "After a long day of work, there

is nothing better to do than come home and wish I had a PlayStation 2"

► **Joey Greco**, age 14  
grecoje@idirect.ca

Favorite Genres: First-Person Shooters,

Survival Horror, Sports

Favorite Games: *Resident Evil 1-3*, *Medal of Honour*, *Metal Gear Solid*, *MGS: VR Missions*, *Silent Hill*, *MTV Music Generator*  
Quote: "It's buff, it's tough, it's the stuff, and if you don't like PS2, then I guess you're just not enough!"

► **Marcus Harvey**, age 15

Drockk@aol.com

Favorite Genres: RPGs, Fightings, Shooters, Light Gun, Wrestling, & Virtual Monster Breeding

Favorite Games: *FF7*, *RE2*, *Star Ocean: The Second Story*, *Marvel vs. Capcom 2*, *Tekken Series*, *Time Crisis1&2*, *Tony Hawk Pro Skater*, & *Monster Rancher 2*

Quote: "By the way, I'm a black guy! :-)"



◀ *Fighter* circuit, go buy your little *Tekken* and *DOA 2: Hardcore*, but please shut up about how *Street Fighter EX* isn't up to par.

Jon Ruiz, morbius@uclink4.berkeley.edu

**TOKOYA:** *EX3* is a decent game, and we agree that it should be judged based on 2D standards, since it's only a 2D game with polygonal character models. However, even as a 2D game, it still can't compare to the quality of Capcom's other 2D games. And, do we want *SF* to go 3D? **HELL YEAH!** My favorite game of all time is *SFII Turbo*, and after playing every incarnation of *SF* for a decade, even I must admit that Capcom has nearly exhausted 2D fighting. The *SF* series needs some innovation, and the next logical way to do this is by taking it to true 3D.

### See Here!

I enjoy playing a wide variety of PlayStation games, but I often encounter an unintentional obstacle in some of the platform and 3D adventure games due to my colorblindness. My colorblindness is on the extreme side, and my frustration arises when I am deep in a game and a challenge arises where color is important. For example, maybe it's safe to do something if a small blip on your radar is green, but it's deadly to do it if the blip is red. The most recent example of this that I encountered was Activision's *Spider-Man*. When trying to shoot a swinging web to another location, you have to target it first. If the crosshairs of the target turn green, then you can swing away. If they remain red, you just sit there like a chump. I sat around like a chump quite a bit, moving this little crosshair around randomly and trying to see if I could score a hit with the web-shooter.

It would be just as valid to use brightness as an indicator. Currently I am working my way through *Tenchu 2* and throwing stars and grappling hooks works this way in the game. If it's gonna be a miss, it is dull red and if it is gonna be a hit, it is a much brighter red. This is easy for me to distinguish and I bet it would be for other colorblind players, too.

Game developers could make it an option so that folks that prefer the green/good, red/bad setup could keep it. My friends all have a good laugh when we are trying to push through a game together and we hit one of these kinds of areas. I

## LETTER OF THE MONTH



▲ Sports game developers do whatever it takes to make their games as realistic as possible, right down to the ads.

I recently saw a news report about advertisements found in videogames. There have been more and more company logos seen in games, primarily sports titles, but also in some other genres. I always assumed that such advertisements

helped lower the production cost of games, since the developers could get extra money for placing those ads. However, the news story reported that the developers actually have to pay licensing fees to put those logos in their games. Is it really necessary for a developer to have to pay a fast-food company to have its arches along the sides of the rink?

What concerns me is that the cost of those licenses is making the games more expensive to the gamers. Am I paying \$5, \$10, or even \$15 more for a title simply to have some logos on the sidelines? I would be just as happy with fictional advertisements. Do know anything about this?

Stephen Fisher, red\_ldr@yahoo.com

**CHRIS:** Most fans demand that sports games and other real-world sims be as accurate as possible. So, if there's a McDonald's sign in Wrigley Field, they do whatever they can to get that detail into the game.

This hasn't resulted in more expensive software, though. Games that include such ads are still priced at the standard rate, the same as the majority of new releases. So, don't let it worry you too much.

try for a while, but I often have to rely on others to get me through those kinds of challenges.

Michael Nameche, Chicago, IL

**BILL:** Hey Mike, I'm not sure what percentage of the population suffers from this vision deficiency, but that's probably all that's keeping game designers from including options like you're talking about. If more folks suffered from this ailment, I'm sure it would already be an option in most games. Have you tried contacting game companies with your idea? Might be worth a shot...

### Xbox Marks The Spot

I have to say that I'm pretty pissed with the folks at Oddworld. As you know by now, *Munch's Oddysee* has been cancelled for the PS2, and is now an Xbox exclusive title. I recoiled in horror as I read site after site and hoped that it was some kind of October's fool joke, but alas, it wasn't.

1. Have you heard that Sony's working on both a new Emotion Engine and Graphics Synthesizer to be finished around 2002? Supposedly these

would have 1000 times the PS2's performance. Do you think they can pull it off?

2. If Sony achieves this in 2002, do you think they will copy Xbox's and Gamecube's design approach that is supposedly "developer friendly", to circumvent all of the complaining about the PlayStation2 being too hard to develop games for?

3. Are *Halo* and *Oni* still coming out for the PS2?

Dominique, studly59@excite.com

**STEVE:** Yeah, I hate the fact that Xbox now has the exclusive rights to *Munch's Oddysee*, but what can you do. Oh, well. But as I always say, one game does not make or break a system. There are going to be plenty of other triple-A titles on the PS2 and that's what we all need to look forward to.

1. Sony is planning on releasing new versions of the Emotion Engine and Graphics Synthesizer chips every few years, just like Intel does with its Pentium CPUs. The PS3 will take advantage of the EE3 and the ►

## GAMES WE WANT TO SEE

### HAMBURGLER'S RUN

As McDonald's loveable crook, the Hamburgler, it's your job to smuggle stolen Big Macs, Quarter Pounders and Happy Meals across the boarder. You'll have to outrun Ronald McDonald (otherwise known as "The Man") and his posse to deliver the tasty contraband. If you succeed, you get to eat one out of every five hamburgers you deliver. In one bonus stage, you make the McNuggets dip themselves into the sauce, then jump into your mouth. Do you have what it takes to outwit Ronnie McD?

► **Lewis Garcia**, age 13,  
digiguy87@yahoo.com  
**Favorite Genres:** RPG,  
Action/Adventure, Shooters, Survival  
Horror, Fighting, Strategy.  
**Favorite Games:** *Alundra*, *Final Fantasy 8 & 9*, *Driver*, *Ape Escape*,  
*Mega Man x4*, *Metal Gear Solid*,  
*Resident Evil 1-3*, *Street Fighter Alpha 3*

and *X-Men Mutant Academy*.  
**Quote:** "Stuff Happens!"

► **Johnathan Greer**  
humaslan244564@aol.com  
**Favorite Genres:** RPGs  
**Favorite Games:** all Squaresoft games,  
*Suikoden*, *Brigandine*, *Dune 2000*,  
*Lunar:SSSC*

**Quote:** "The Gods of Kryn will make me pay for my sins, but teaching a kender magic would spell my ultimate damnation."

► **Joshua Campbell**, age 18  
jsc200082@aol.com  
**Favorite Genres:** All except RPG  
**Favorite Games:** *MGS*, *TR1-5*, *V8*, *DHT*,

*RE1-3*, *C&C*, *C&C Red Alert*, *GT*, *GT2*,  
*RR4*, *Mario* (8-bit)

**Quote:** "RPG sucks; no innovation, no strategy; they haven't changed a bit."

► **Jim Burkhead**, age 16  
Kornluva51@hotmail.com  
**Favorite Genres:** RPGs, Strategy  
**Favorite Games:** All the FFs,





▲ While we're on the subject of *Gekido*, check out this rockin' fan art by Pipin Tobing! If there's a sequel, this guy should work on it.

## YOU DARE QUESTION OUR JAPANESE?

I just have minor corrections to make. In the Sept. issue, you said that according to your man in Japan, "Gekido" means drama. Well, here you go:

**Geki** : a play, a drama

**Gekijo** : a theatre, a playhouse

**Gekido** : rage, fury

**Gekidou** : a violent shock, excitement

Since it's very hard to pronounce and distinguish the difference between "do" and "dou" for American people, I think the last one is the meaning that they meant for the game (I write my name "Ko" in US, but it is actually "Kou" in Japan). Sorry to be so picky, I'm just trying to help.

P.S. I am originally from Japan and live in the U.S. right

now. I am a gamer and computer programmer, but my job is being a professional modern dancer. Weird, eh?

Ko Kimura, Lightsrc@aol.com

**TOKOYA:** Arigatou KO-SAMA, we appreciate the correction very much. Since Tokoya also knows Japanese, he'll also be sure to check all of the Japanese lingo in the magazine from now on. Nevertheless, we cannot be sure whether Interplay meant *Gekido*, or *Gekidou* without kanji, as you probably know. Either way, they both make sense, so it's all good.

◀ **GS3** and should be around 100 times more powerful than PS2. The EE2 and GS2, which will be done in 2002, will be used in different kinds of computer entertainment devices — not in any kind of "updated" PS2.

2. I'm not quite sure what you mean by your question. I assume that you are wondering if Sony will be more developer friendly with its next console? Actually, in most cases, Sony is very helpful to developers. The problem is that the PS2 hardware is so radically different that even Sony has to spend time learning how to make games on it. Until they can figure stuff out themselves, they can't be of much help to other developers. Right now everyone is struggling, but that will change next year. Everyone will have a better grasp of the hardware and you'll see a vast improvement in the games that are released.

3. *Oni* should be out sometime in December or January. *Halo*, unfortunately, is an Xbox exclusive and will only be released on that console and the PC/Mac.

### Will My PS2 Need Replacing?

In your November issue, a person wrote in about a *Spider-Man* game not working on his PlayStation. You stated that it was probably because his system was an older revision of the hardware, and that this could affect other games too. Will this same thing happen to the PS2 two or

three years down the line? Will my expensive PS2 become obsolete, requiring me to eventually buy a new one just to play the most recent games?

Jeff D. (email withheld by request)

**RANDY:** There's really no saying what will happen when Sony revises the PS2's architecture down the road, but hopefully it'll take these sort of problems into account when doing it. Even with PSone, it's taken several major revisions before a very small percentage of new games wouldn't work on older systems and vice versa. So, I wouldn't let a relatively minor issue like this keep you from enjoying some really great games on PS2 now, because chances are that Sony will learn from its experience with PSone to make sure this is a non-issue in the future.

### PS2: DVD or DVD-ROM?

My question is this: Does the PS2 have a DVD drive or a DVD-ROM drive? I ask this because most computers have a DVD-ROM drive. I own a lot of DVDs that have DVD-ROM specific menu options on them that can only be accessed through my PC at the present. I know the PS2 will play DVD movies, but will it be able to access the DVD-ROM features found on a lot of today's DVDs? To me it seems like an obvious feature to include, but you never know with Sony...

G. Hunt, GHunt1er@aol.com ▶

## BAD GUY OF THE MONTH: TRIPLE H

### CRIMES:

Assault with a sledgehammer; destruction of property; often cheats to win wrestling matches

### EVILNESS:

8 out of 10

He's a pretty despicable heel, especially when he's mangling fan-favorites like Stone Cold Steve Austin or The Rock. Still though, the guy's a true badass, and a lot of the time we can't help but like the guy.

### ALIASES:

Hunter Hearst  
Helmsley  
Jean-Paul Levesque  
(real name)  
The Game

This guy may only be a "part-time" videogame character, but some of the stuff he does is so heinous, it makes most other game bosses look like choirboys. He's backstabbed every top superstar in the WWF, making him our Baddie of the Month!

## LINK-UP ▶

*Xenogears*, *Legend of Mana*, *Legend of Dragoon*, *Secret of Mana*, *Chrono Cross*, *Chocobo Racing*, *Einhander*, *Emergeiz*, *Metal Gear Solid*, Anything from Squaresoft (except *Saga Frontier 1*), *Dino Crisis*, all *RE* games, *Chrono*

*Trigger*, *Vagrant Story*

**Quote:** "Show me your soul, Riskbreaker!"

▶ **Alex**, age 14

PolarFrost3@aol.com

**Favorite Genres:** RPGs, Action, Racing, Survival Horror, Adventure

**Favorite Games:** *Chrono Trigger*, *All*

*Final Fantasy* games, *Star Ocean 2*, *Lunar: SSSC*, *Xenogears*

**Quote:** "Yay for PSM!"

▶ **Shannon Gia**, age 15

AyaxBrea@aol.com

**Favorite Genres:** RPG, adventure, action, survival horror, and fighting games, and dancing games.

**Favorite Games:** *PARASITE EVE*, *FF8*, *FF6*, *Resident Evil 2*, *Resident Evil Code Veronica*, *Dead Or Alive 2*, *Street Fighter Alpha3*, *Metal Gear Solid*, *Space Channel 5*, *Dance Dance Revolution*, and *Vagrant Story*.

**Quote:** "The worst foe lies within the self."

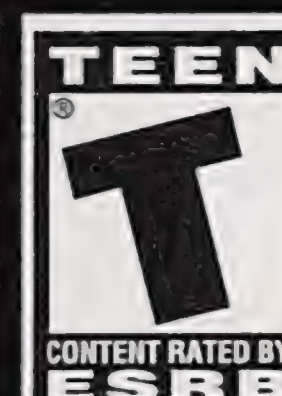




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## HARDCORE

## Pay To Play?

In *NASCAR 2001*, there are three tracks that have to be unlocked in the game and some secret cars. I've unlocked most of the secrets, except the last two hidden tracks. When I went to the Electronic Arts website and see if I could get some info, I was outraged.

Those tracks are only accessible by entering the correct codes, which you can only get by calling their 900 number at \$0.95 per minute. I was PO'ed. You pay \$50 for a game and then they want you to spend more money on a 900 call to open up hidden tracks? These things should just be a part of the game, like things you get for achieving certain goals. I believe that charging extra for them is wrong, and it's exploitation.

Roger, krainock@citrus.infi.net

**BILL:** I contacted a reputable EA guy, who said that codes are at first put out on their website, but are later released to game mags free of charge. Here's the code for the Black Box Proving Grounds track: R1 ← ○ ↑ ↓ → → →. Hope this helps...

audio/video output, but no 5.1 outputs. So once I already have my PlayStation2, would I be able to hook it up to my shelf system? Would I need to buy any additional connectors?

(No Name Given), Lofi73@aol.com

**STEVE:** Sorry, but I think you're pretty much screwed because the PlayStation 2 doesn't have separate 5.1 analog outputs. It only has a single TOSLINK optical out which can plugged into any typical Dolby Digital or DTS receiver. Actually, now that I think of it, there might be an adapter available that converts a TOSLINK cable into separate analog surround channels. Maybe you should check [www.soundprofessionals.com](http://www.soundprofessionals.com) to see if they have one. Good luck!

## Smack My PS2 Up

I've heard that the PS2 will have moving parts inside of it, such as having to change lenses from DVD to PS games. So, it's probably not a good idea to take it to a friend's house on the weekends for risk of bumping it and maybe breaking it. Is this true or not? How fragile is the PlayStation 2 actually going to be to move around?

CRAZEE CARL, protoss\_master@hotmail.com

**RANDY:** I've transported my PlayStation 2 a lot and haven't had any problems whatsoever. Every CD player, DVD player, and most electronics have loads of little moving parts inside, so the PS2 really isn't any different. You just have to make sure not to bang it up too hard, or do anything that might damage a normal piece of electronics.

## Getting the Best Picture

I just bought the unofficial PS2 launch guide, and in the back you reviewed Monster cables. You guys made it sound like having Monster Cables would make the graphics better, and I'm sure it will. I bought a new TV, but it still has an RFU port. Are my PS2 graphics gonna look like crap because I use RFU? I really hope not. Also, I noticed an ad in that book for something called "WOW THING". Is that really a quality sound booster or not?

No Name Given, iperBMX@aol.com ▶

## DOWNTIME

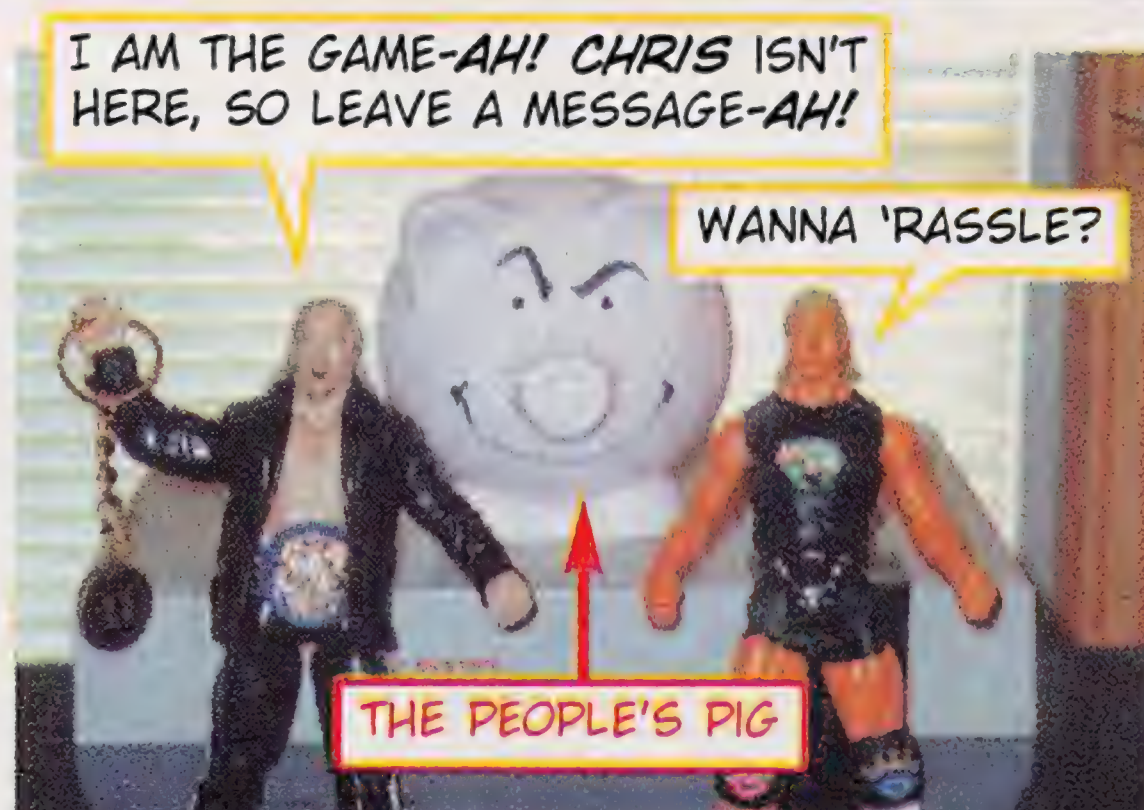
Hey, only 99% of our time is spent on playing games! We do other stuff, too!



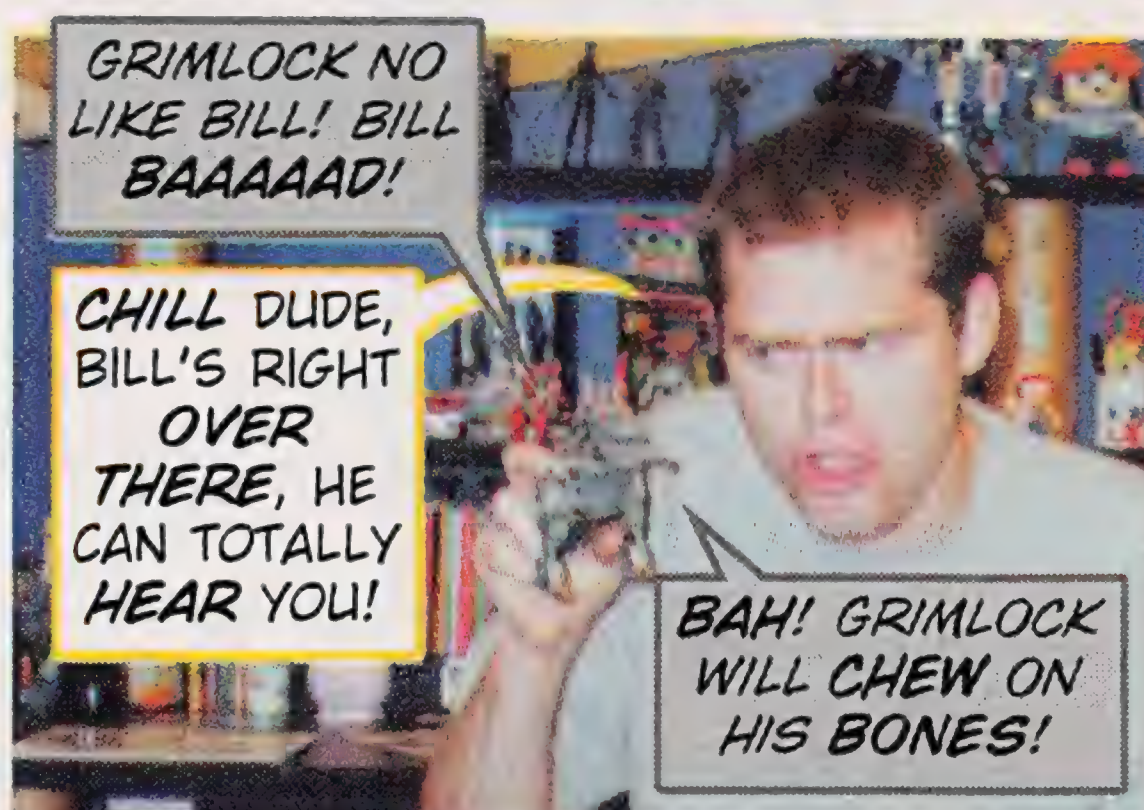
▲ The new A-Team movie is still a ways off, but we've got this first look at the wacky new team.



▲ Chris and former PSMer Blake spot their first black-market adult videogame comics in Japan.



▲ Chris is a busy guy, so this month he brought on some help. They're little, plastic, and talk funny.



▲ Needless to say, Chris' experiments with ventriloquism were extremely short lived.

## CELEBRITY LETTER

## BEGIN MESSAGE

Otacon, this is Snake... I'm at the sneak point. There are a couple of girls near the magazine rack, but as soon as they move away, I am so *totally* grabbing us a copy of the Playboy that has Chyna in it! Muscle chicks RULE! Um, wait a minute... I'm sending this transmission to the right address, right? Oh, sh —

## END MESSAGE

**SOLID SNAKE,**  
Metal Gear Solid 2

◀ **RANDY:** The PS2 has a DVD-ROM drive, but, technically, so does every DVD player — it's just the official name for the type of drive they are. In regards to bonus material labeled "DVD-ROM compatible" on movie DVDs, that is actually data (games, etc.) designed to by run on Windows-based PCs and Macintosh computers. In order for these extra features to be used on PS2, there would have to be versions written specifically for PS2 on the disc. Hopefully in the future studios will do this, but for the time being you'll have to stick with a PC or a Mac if you want to check features like those out.

## PS2 Audio Problems

I've got a quick question about the PlayStation 2 audio specs. As we all know, it has Dolby Digital out. I know that through third-party manufacturers, there is bound to be digital sound systems to make the gaming experience even cooler. But I already have an audio shelf system. It's Dolby Pro Logic, the five speakers, 5.1 analog Inputs for Dolby Digital. Where would my future PS2 come in? I already have a DVD player that just has

## LINK-UP ▶

▶ **Relena Peacecraft**, age 15  
relenapeacecraft1@yahoo.com

**Favorite Genres:** RPG, Strategy

**Favorite Games:** Anything with *Final Fantasy* in the title, *Star Ocean 2*,

*Gundam Side Story 0079*, *Zelda-Ocarina of Time*, *SaGa Frontier 2*

**Quote:** "We are Soldiers. For now, we will enjoy this time of peace, because we know tomorrow may not be peaceful"

▶ **Victoria Maikell**, age 14  
victoriaac@yahoo.com

**Favorite Genres:** RPG, Fighting, Cinematic, Adventure, Action, Puzzle, Strategy, Shooting

**Favorite Games:** *Final Fantasy Series*, *Secret of Mana Series*, *Vagrant Story*, *Vampire the Masquerade: Redemption*, *Parasite Eve*, *Kendo Rage*, *Mega Man Series*, *Chrono Trigger*, *Bust-A-Groove*, *Lunar Silver Star Story*

*Complete*, *Star Ocean*, *Legend of Zelda Series*

**Quote:** "Think you can take this gamer girl on? I've beaten better gamers than you since I was old enough to use a game control"

▶ **Kai Strife**, age: 15  
Kai\_Strife@yahoo.com



# smart bomb

## WHEN GAMERS DREAM...



◀ **TOKOYA:** Monster cables won't make the graphics better, necessarily. What they do is provide a sharper picture. By having a sharper picture you're better able to see details. For example, folds in clothing, textures, muscles, etc. will look more defined, full, and clear. The colors should also be better, with little to no "bleeding".

The "WOW THING" sound enhancer will provide stereo sound if you only have monaural capabilities. If you have stereo, it will enhance the quality of stereo sound. It's definitely worth buying, but only if you don't already own a decent stereo system.

### Does PS2 Auto-Detect Settings?

I plan on connecting the PS2 to my Yamaha RX-V1 receiver which has component video and optical hook-up. My question is, on page 22 where you go through the PS2 Menu, it shows that on the "System Settings" page you "turn the digital audio output on or off, and activate component video output."

When I first launch my PS2, will I have to use the standard A/V connectors to turn the settings on, then shut down, switch cables and re-launch to get my set up working right? Or will the PS2 automatically detect what I have and select it? (If it DOES NOT auto-detect, why doesn't it?)

I can understand maybe starting with no sound and then switching to the optical sound, but without first connecting with a "standard" video cable, it would be impossible to navigate the Menu

System and turn on component video. (If it DOES auto-detect, why are these options here? What is their purpose?)

Dr. James K. Butler, jbutler3@san.rr.com

**STEVE:** As a Doctor, I'm sure you have quite an impressive audio/video setup. You'll have to invite me over sometime to check it out. Anyway, let's get to those wonderful questions of yours. Unfortunately, the PS2 does not auto-detect anything except for what type of disc you put into it. You have to manually turn on the Optical out as well as the Component video out. In order to do that, simply plug in the standard composite video cables, adjust the required settings, then plug in your TOSLINK optical cable and your Component video cable. It's a bit of a hassle, but after that, everything will be good and you'll have a big smile on your face.

### Gamecube Stole My Game!

For the longest time, I have waited for a game called *Too Human* by Silicon Knights, but I haven't heard anything more. Where did it go?

Jacob A. Landman, ophion@juno.com

**CHRIS:** Sorry Jacob, but Silicon Knights is now an exclusive Gamecube developer. If you want to play that game, you'll just have to put out the bucks for Nintendo's new system.

### Thanks For The Memories

Halloween inspired me to play through *Silent Hill* again, but the game won't recognize that my 8MB Memory Card is inserted. What's up?

Reggie, reggie7@email.msn.com

**TOKOYA:** Your problem is simply that PS2 Memory Cards won't work with PS games — you have to use your old Memory Cards.

## TECH TALK

### Hook It Up!

What are the PlayStation 2's LAN capabilities? Is it possible to link several PS2s together and if so, how? How many can be connected at once? Will there be any games that support LAN capabilities?

Setzer, setzer529@aol.com

**RANDY:** There will be an Ethernet adapter made available for PlayStation 2 when Sony's broadband network goes online sometime next year, but it will primarily be used for connecting the system to DSL and cable modems.

However, PS2s can also be linked up via their i.Link ports and a special cable. There are already games that offer head-to-head network modes (*Armored Core 2*, *Unreal Tournament*) and we've heard that at least four machines can be linked together at once using a Firewire hub. So, if you're looking to connect several systems to a PC network, you're out of luck, but at least there's a "LAN-like" option out there. Hope that helps!

## LINK-UP

### Favorite Genres: RPGs

**Favorite Games:** FF7, FF8, FF Tactics, FF1, Legend of Dragoon, Tekken 3, Bushido Blade, Street Fighter Alpha 3, Crystalis

**Quote:** "Where I come from, we don't celebrate birthdays, we celebrate gained levels and fight to gain more experience points."

► **Brian Beatty**, age 17  
bkbeatty@earthlink.net

**Favorite Genres:** Fighting, Racing, Adventure, Action, Shooter, Sports

**Favorite Games:** All Tekkens, Tomb Raider 2, Vigilante 8, Ace Combat 3, All Need For Speeds, GT1&2, All Maddens, Tony Hawk, MGS, Jet Moto 1&2

**Quote:** "Tooore"

► **Ryan Moran**, age 14  
verron\_stryker@hotmail.com

**Favorite Genres:** RPG, Fighting

**Favorite Games:** All FF's, Suikoden 2, Lunar:SSSC, BOF3, Saga Frontier1&2, Xenogears, Tekken 3, Dragon Ball GT: Final Bout, Street Fighter Alpha 3, Marvel Vs. Capcom

**Quote:** "Just leave it to me, if I can't find it out, no one can"



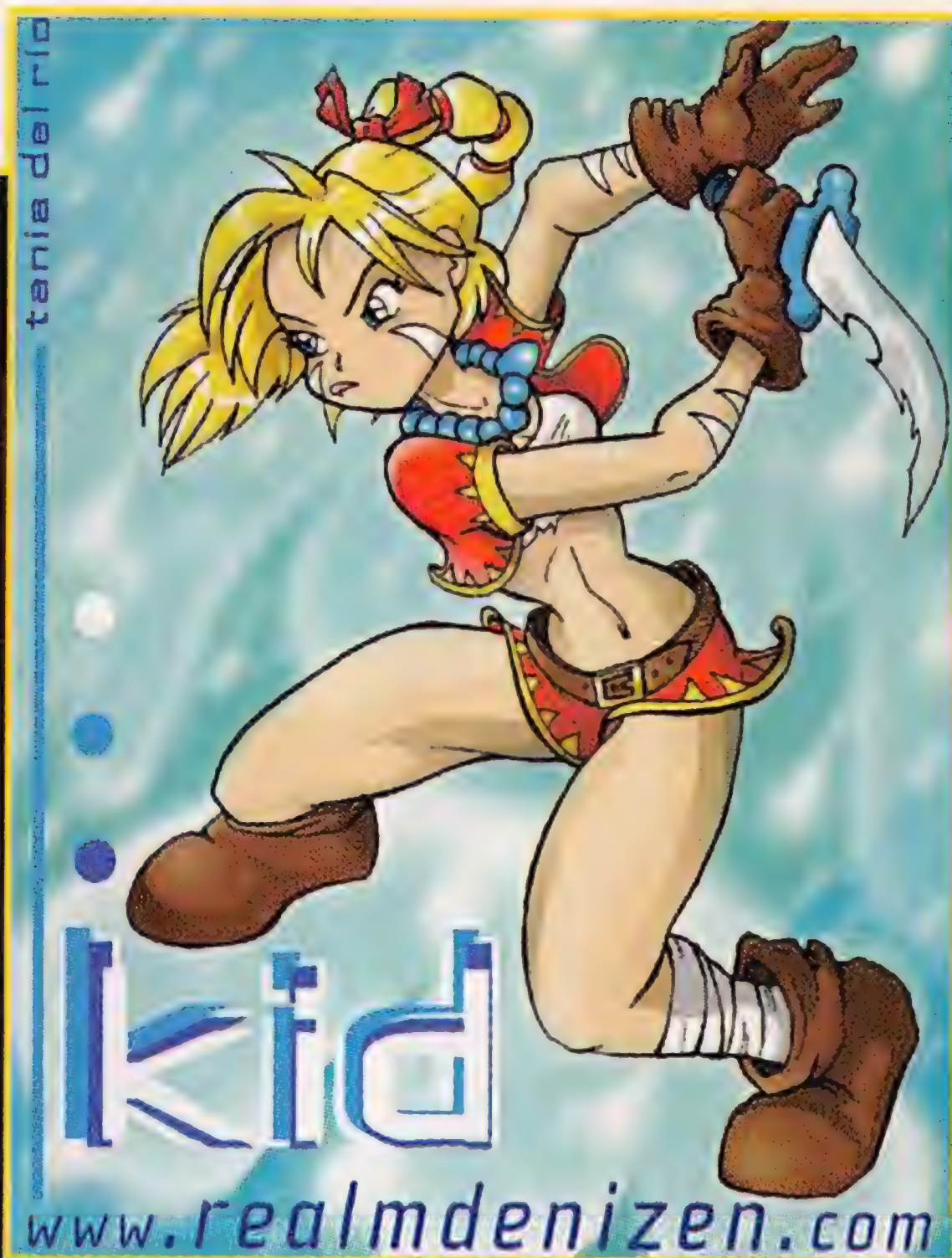
# PSM FAN ART

Welcome to the Fan Art section! Each month we'll be taking a look at the coolest PlayStation fan art from the hottest new talents around. If you've done an illustration that you'd like to see printed here, send us a copy! (We'll take originals too, but we can't return them). Address it to **PSM Fan Art, c/o Imagine Media, 150 North Hill Drive, Brisbane, California 94005**. Even better, if you have the art in a high-resolution digital format, e-mail it to us at [psm@imaginemedia.com](mailto:psm@imaginemedia.com), label the subject heading "Fan Art." Now get busy!



▲ We've run art from **ERI GAUDIAMO** before, but he keeps getting better! It wouldn't surprise us to see him drawing comics or making games soon.

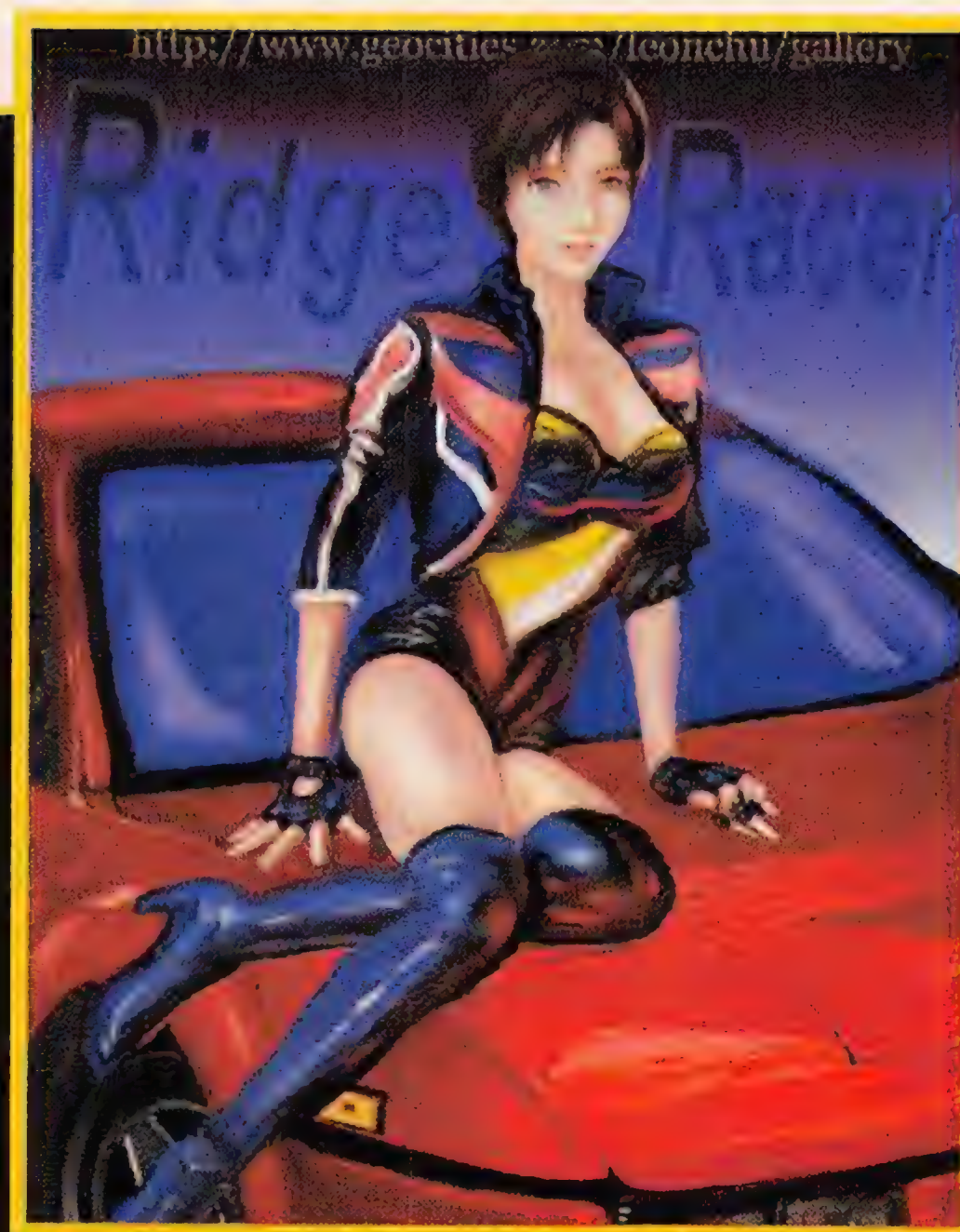
► The lovely (and lethal) ladies of *DOA2: Hardcore*, super-cute anime style! Our thanks go out to newcomer **JOHNNY PHAN** for sending in this great illustration.



▲ Big thanks to **TANIA DEL RIO** for this great pic!



▲ **FADY** has a unique style we haven't seen before.



▲ When it comes to drawing both cars and girls, **LEON CHU** sure has a nice way with curves.



▲ **AARON VARGAS** combined his drawing with a real photo to make this hot Lara pic.



## LINK-UP ►

► **Gamer Palmer**, age 13  
[gamer12687@yahoo.com](mailto:gamer12687@yahoo.com)  
**Favorite Genres:** action, horror-survival, simulator, skateboarding, espionage,

anime, & fighting  
**Favorite Games:** *Tenchu*, *MGS*, *Tony Hawks*, *Ghost in the Shell*, *Fear Effect*, *Dino Crisis*, *G-Police*, *Colony Wars*, *DBZ Final Bout*, *Sk8ter2*, *StarWars Masters of Taras Kasi*, *FF8*, *Samarai Showdown*.  
**Quote:** "I am the gamer, cause I am that d--- good."

► **Levon Strachan**, age 14  
[masterlevon@mindspring.com](mailto:masterlevon@mindspring.com)  
**Favorite Genres:** RPG, Action/Adventure, Wrestling, Strategy  
**Favorite Games:** *Final Fantasy VII*, *Final Fantasy Tactics*, *Legend of Dragoon*, *Metal Gear*, *WWF Attitude*.  
**Quote:** "I am the best there is at *Final Fantasy VII*"

► **Wade Nolte**, age 13  
[MRad001@aol.com](mailto:MRad001@aol.com)  
**Favorite Genres:** RPG, action, adventure, fighting.  
**Favorite Games:** *Final Fantasy 7*, *Resident Evil*, *Tenchu 2*, *MGS*, *Street Fighter Alpha 3*, *Ape Escape*, *Driver*, *Legend of Dragoon*.  
**Quote:** "Mom, get me a PS2!"



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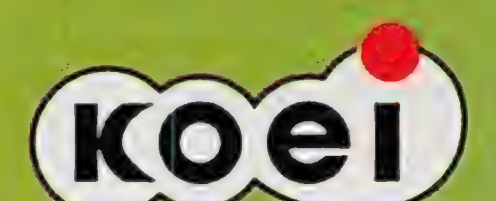
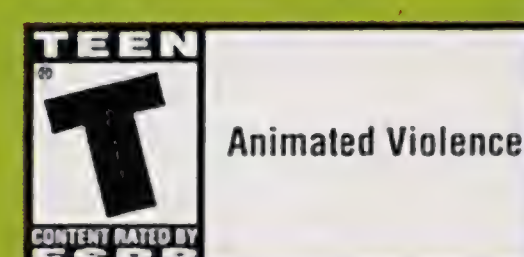
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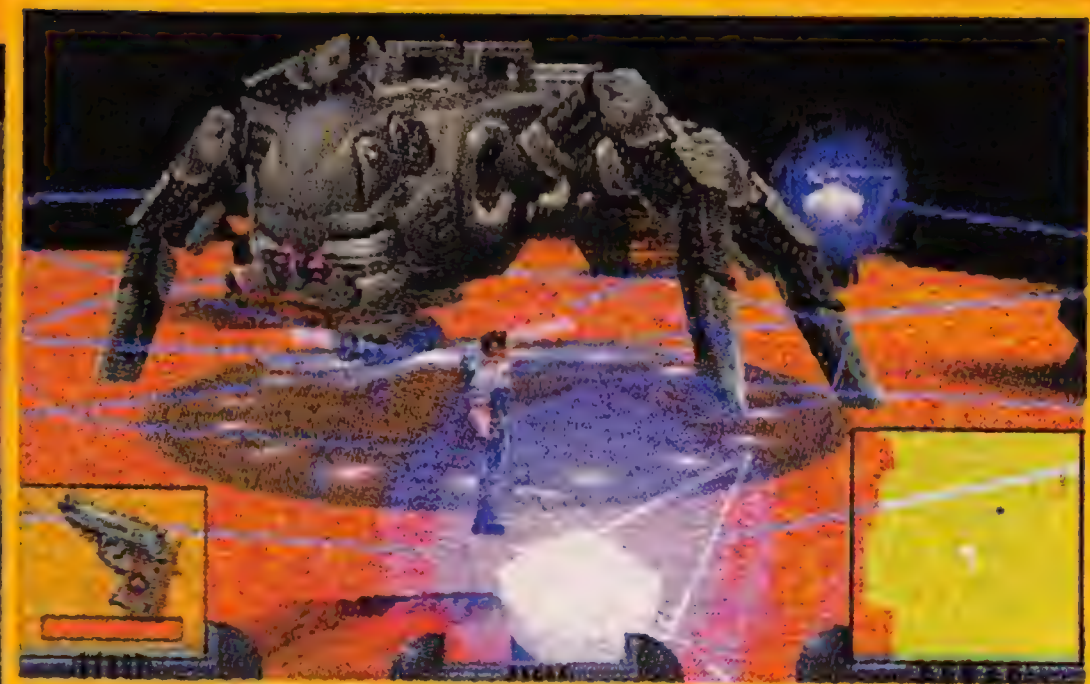


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January 2001 • Vol 5, No. 1 • Issue 41

ISSN: 1095-4163

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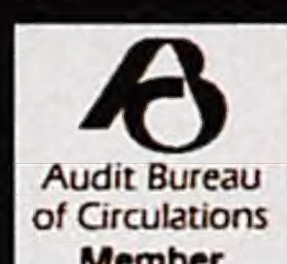
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PSM: 100% Independent PlayStation Magazine is published monthly by Imagine Media, 150 North Hill Drive, Brisbane, CA 94005, USA. Periodicals postage paid in Brisbane, CA and at additional mailing offices. Newsstand distribution is handled by Curtis Circulation Co. Basic subscription rates: one year (12 issues) \$20 US, Canada \$34 US (Canadian price includes GST (GST #128220688), foreign \$44 US. Prepaid in US funds only. POSTMASTER: send changes of address to PSM—100% Independent PlayStation Magazine, P.O. Box 52073, Boulder, CO 80322-2073. Entire contents copyright © 2000, Imagine Publishing, Inc. All rights reserved. Reproduction in whole or part is prohibited. Imagine Publishing, Inc. is not affiliated with the companies or products covered in PSM. PRODUCED IN THE UNITED STATES OF AMERICA. CPC Int'l Pub Mail # 1195484

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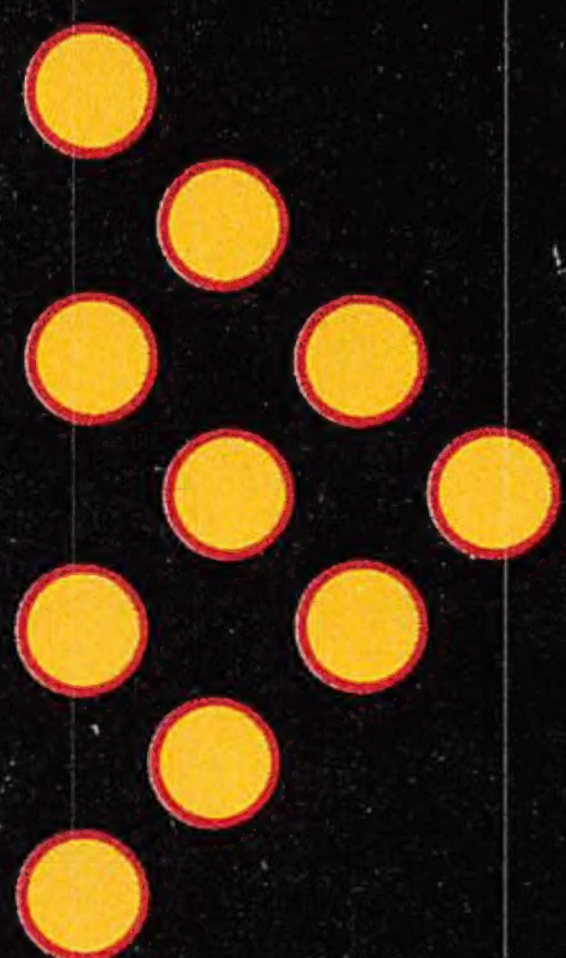
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# RESET

This issue's over, but another one is already on the way

## NEXT MONTH

### GAME OF THE YEAR: WHAT WILL WIN?

Now that the year 2000 is fully behind us, we can take a look back and decide which games truly stood out above the rest. We'll be naming our "PSM Ten", along with our prestigious Game of The Year. Check back in 30 days to find out who gets top honors!

### HANDS-ON WITH THE BIGGEST GAMES

We've been running screens of games like *The Bouncer* and *Zone of the Enders* for months without having played much of them, but next month we'll finally have a full hands-on report of those hot titles and more.

### ONIMUSHA: BIGGEST GAME OF THE NEW YEAR?

Next month we'll have a big look at Capcom's latest horror-fest, which is turning a lot of heads and might just be the top PS2 title early in 2001.

## WRITE THIS CAPTION! ►

Think you've got what it takes to be a professional videogame journalist?

Hey, quit laughing, we really are pros!

Jot down your own caption for the game screen to the right, and if we like yours the best, we'll send you a PSM prize package filled with PlayStation games and goodies!

Just send your entry to **PSM Caption #41**, c/o Imagine Media, Brisbane, CA 94005 by February 1st. We'll run the winning entry in a future issue. Good luck!



▲ WRITE THIS CAPTION! And next month, we'll finally run your entries!

## 3 YEARS AGO IN PSM... JANUARY, 1998 PLAYSTATION PREVIEW 1998!

Three years ago, PSM featured the up and coming games of 1998 — hot titles like *Tekken 3*, *Resident Evil 2*, *Metal Gear Solid*, and *Mortal Kombat 4*. What a year, huh?

We'd just heard about a new movie starting production... a movie titled *Final Fantasy*! Man, that thing's taking a while...

In sports game news, we'd just given

Sony CEA's latest gridiron game, *NCAA Gamebreaker '98*, a perfect score of 5.

Tecmo's *Monster Rancher* had gamers all over the world putting different music CDs into their PlayStations just to see what sort of weird beastie would result.

And to top it all off, we featured a *Command & Conquer: Red Alert* lid sticker! Man, those were the days, right? Kind of makes you want to give up your PS2 and go back in time, huh? Okay, so maybe that was taking things a little too far...



▲ Our January 1998 cover was illustrated by Arthur Adams, who's drawn every one of our January covers so far.





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